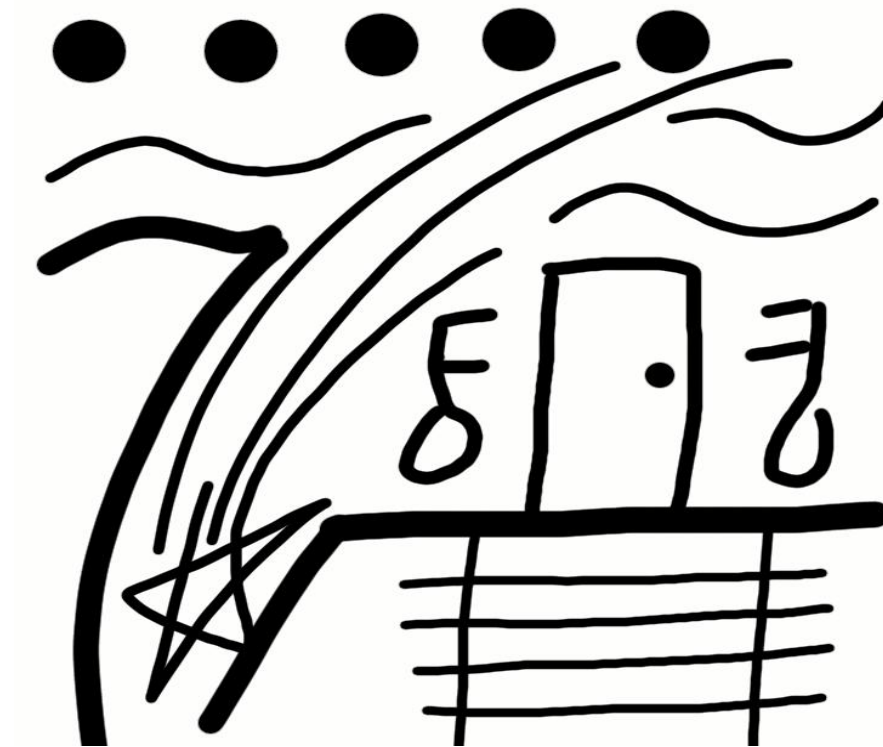


# Book Three of the Five Planets



Lucifer Jeremy White

Book Three of the Five Planets

2018 Lucifer Jeremy White

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I can be found online under my name

*Lucifer Jeremy White*

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A handwritten signature in black ink on a light beige background. The signature is written in a cursive, flowing style. The first line is 'Lucifer', the second line is 'Jeremy', and the third line is 'White'. The letters are connected and have long, sweeping tails.

Stewart Brand — 'We are as gods  
and might as well get good at it.'

## ***Introduction***

I am setting off to continue my third book in the ten book series *Book of the Five Planets*.

This is a religion that involves the worship of five far away planets. Each of the five has a unique characteristic. In fact each are very different than the other and all of them are much different than Earth. It would help most of all to define them. These are the five planets in our religion:

*Sefra* – Sefra is a place of candy, of toys, of childish fun. It's architecture is sometimes edible. It's people freely paint walls, freely put stickers everywhere. The walls are covered with art, the ground is paved by toys and things like board game pieces and glitter. Many things glow in the dark there. Overall it resembles something you'd find in bubble gum pop like *Aqua* or the band *Toy Box*, and is a place something like depicted in the show *Lazy Town*. Most stores are either toy stores or stores selling sweets. The Sefrans food sources are mostly sugar based and they evolved to digest it well. There is no diabetes among them.

*Orion* – Orion is a group of planets, actually. By great measure its center planet is the largest called *Orion One*. Each planet is close together and connected by flowing water. Though they are simple minded in some regards they are also very technologically developed. In fact far more than we on Earth are. Their defense system is without equal. It is called "stix." It is of rods of any size that come together, from the size of a needle to the size of a massive column. These can form and shape and hammer, pound, block, or Pierce things as the work together. The Orionite's enjoy simple entertainment. If they visited us they'd probably say very little, as nothing very meaningful, but would probably sit and watch our movies and cartoons all day.

*Pippy* – Pippy is a planet that is strange, bizarre. It is a place where fantasy is reality. Fantasy is simply pieced together into reality, basically speaking. It is a place of the likes of *Hansel and Gretel* and *Beowulf*. Whatever movie or book you would find pertaining to sorcery and beasts, creatures and demons.

*Link* – Link is called Link because it is connected to Pippy, magically. Certain aspects of Link cannot be. If they are then they are sent through magic to Pippy, according to the natural laws and physics of Link. These things Pippy has a gravitational pull toward. As a result many on Link avoid certain things as magic knowing they could be drawn in by Pippy and lose their home on Link. But Link is a much different place due to fear of technology and science. They had at one time been very scientifically advanced and it caused a great war. Kings and leaders used science to enslave people. A guy had even created a mind control device, science was bringing about the destruction of their race so they abolished it. And that turned out to be perfectly acceptable, actually even favorable. They have camp fires, they travel around in hot air balloons which is very peaceful. They have live music with celebration and feasts in contrast to electric heating, crowded and delayed airports, frozen food, and crowded concert halls. They simply have it good in having abolished science.

*Ler* – Ler is an evil iniquitous place. There are demons, monsters, and sorcerers there. People there are immortal and that is a prime reason why they chase after death: because it can't be found. Morals are a distant unknowable term for them. There are the strong and the weak. And the strong generally become stronger, and some of the weak there have been enslaved for centuries and have succumbed. Ler gets its name from the greatest of its leaders, the first one to have taken over all of the planet. He enslaved many several thousand to build a great pyramid. He claimed to

the top after that and performed a heinous act on top shouting his name above. It was then that God's all seeing eye appeared and like a "boing!" Ler made God mad, as in *insane*.

So I am sure now you have a good and reliable understanding of these five far away places. But do they exist? I have two answers to that question. First, let's assume that space hasn't any boundaries. As many scientists would agree, whether it be about the multi verse or just the fact that space can't just have nothing beyond a limited border. Does it go on forever, or is there absolutely a nothing out there, not even dark empty space?

It contains the content of our imagination. Whatever we can possibly think is out there *somewhere* even if it is unfathomably far away. Space has to be filled someway or another. Matter can only be arranged in so many different ways. So the answer I have for you is, yes, whatever you can possibly imagine exists way the hell out there somewhere or another.

To throw another piece into this: *if you are imagining something out there that knows you, then you will be known by them.*

The second answer I have for you is that even if it doesn't exist anywhere out there then we can make it be. We can create these five places as our scientific knowledge increases. That started long ago with just story telling. Then came books. And then came a record, a TV. And then came a computer. And then, video games and the internet. And holograms and Virtual Reality is on it's way. But that's just scratching the surface.

Someday we will have the scientifically applied ability to make our five planets become real places. In the meantime we can practice at it. We can define it. We can create it. We can make it be a world in and of itself to great extent and when the time comes that we are able, to bring them into reality through advance sciences and technology.

This religion is very easy on its follower. Its fun. It's very imaginary. It is creative and it is useful. So here the third book begins with seven remaining.

## ***The Coven of the Five Planets***

This is a group of people that are gathered together in numbers of five (five, ten, fifteen, twenty, twenty five...) Each person in the coven represents her or his chosen planets, one per planet unless they are a group of ten, then two for planet or fifteen, then three for planet, etc.

This group performs together rituals and magic as any Wiccan or witchcraft practitioner would do.

Each keep a "book of shadows" which is done our own way and called "Planetary Journals" or "Book of Orion/ Sefra/ Pippy/ Link/ Ler depending on what planet it's member represents. Be creative with your magic book. A Sefran book is probably the best one to make, using stencils, colored pens, rubber stamps, and stickers. The Book of Orion should be kind of scientific, about progress, achievement, maybe inventions, and good ideas. The book of Ler could come straight out of a Steven King book, having short horror stories, I'm ages of demons and monsters, strict laws, and such. *Can be a book about strength too.* The book of Link can have in it prerogatives to live more simply. It can be a thing old fashioned, could have poems, quests/ goals, better use of more simmer sciences. And Pippy's could be quite fun to make. It could have things like magic in it, spells, gothic things, stories, God's, goddesses *very Wiccan.*

And that is very basic. But *all* books should have in them history for each planet, key moments. The people there in drawings, structure of societies there, stories about each *and just in general descriptions of your chosen planet as though you were trying to describe Earth to a foreigner and tell them all about it.*

So that covers your Planetary Journal. But just like any other similar group would do, you perform magic rituals together. But different from them, as this isn't totally a magic based coven, you transform your environment as it is suited to you based on your chosen planet, even if all you can do is but a room. But for those with the resources and ability, *Total Environments* can

be made based on your chosen planet (a Total Environment is a place like Disney World.)

Any avenue you can share your ideas toward is good. Teach others what you know. Tell others you are from that planet, if you want, and it could be just something fun to pretend you are from there. I recommend that after you have completed your book that you publish it, scanning it if you have to, or having created it like an eBook to begin with. In fact there are five different things you can include from book to book or combined into any one book as desired:

*Video Game Ideas* — As stated earlier as science and technology advances so does our ability to make fake fantasy based things very real. Liked you'd see on a Star Trek episode about a halo-deck. So creating the idea you have can include one planet or all five and anyone who wishes may program it into reality, or you may yourself. It might even be someday that by feeding this kind of book into AI that the AI could program it itself! I don't think that's so impossible. Either way "game engines" are making people more easily able to program games, even very complex ones. So what you write may be produced as a game and maybe someday someone will make it for you, even AI.

*Story Based Books* — Such as a novel. This can include history, stories of the prominent, or lesser known but still significant, as prophets,

*And Books of Prophecy, Books of Spells and charms, and simply Books containing nothing but imagery with brief descriptions.*

*In your coven* share a drink with each member. Have your drink as something that each planet would normally drink. Below are a list of drinks that typify each planet:

*Link* — whiskey, tea, cold water, beer, apple cider, ale.

*Pippy* — Rum, Absinth, less sweet fruit drinks, magic- potion drinks, strange fruit drinks such as pomegranate, pineapple, wine.

*Orion* — cherry cider, tea, soda, champagne, coffee, apple juice.

*Ler* — coffee, red drinks, punch, grape juice, sour drinks, grape fruit, lemon juice, hard alcohol, but also wine, and certainly vodka, grapefruit juice, bloody Mary drink, tomatoes drinks.

*Sefra* — Soda, sweet juices, wine coolers, milk (especially half and half.) Sweet drinks, sweet and sour drinks, energy drinks, root beer (especially *real* root beer) slush puppies and similar drinks, flavorful mixed drinks.

*These are given like gifts each time that the members of the coven meet. Ideally they should be either cold or hot and not Luke warm unless it is in their nature to be drunken that way. To begin each meeting drink the drinks you offer each other, saving a little. Then at the end of the meeting pour what is left into one cup, portion it out, and drink it. The members of the Coven do the same thing with food, but it is only eaten at one time, before the meeting ends. Here are some examples of foods representing the five planets:*

## ***Orion***

Fruits, pizza, pies, spaghetti, cold and hot cereals, food typical of breakfast like waffles, pancakes, biscuits, and bacon

## ***Ler***

Meats (simply that)

## ***Pippy***

Strange foods, mushrooms, heavy with herbs, eggplant, garlic, cabbage, sauerkraut, soy sauce, nuts, and fermented foods.

## ***Link***

Breads, cheese, meats *non processed food, fresh food, fire cooked*, sandwiches, noodles, beef jerky, eggs, butter, jam, sausage, BBQ, salty items, grains.

**Sefra** Sugary sweet foods, dairy, cake, cupcakes, pudding, ice cream, cotton candy, candy bars, caramel popcorn, ketchup, watermelon and other melons

*And so share food and drink together in your coven.*

*Creating an Idol* – Creating an idol is an important step in the ritual below. Every ritual requires a new idol from each member of the Coven. Making them is simple enough, but should be something you put your heart into. You can use clay, which is a good way to make one. Clay is easily gotten and I don't mean *play dough*. If it is something as simple as an orb then you may do so. The truly involved and devoted would use wood, carving it into an image. And the few that know how to cast molds using metal may, of course, do so, and that would be the best way possibly done. If not metal, then idols could be created from molded and harder plastic, which is easier than it may seem. If it is your best option it doesn't have to be 3D. It can be a painting. Just do your best.

*Naturally an idol represents the planet you make it for. It is easily enough determined by the nature of that planet. Ler would be a devil or demon, Pippy a witch, perhaps, Sefra a dancing man or woman. Link could be a knight, King, or Queen, something similar to things of middle ages Earth. You can create new gods for the planet, prominent figures, representational things like a horse found on Orion, or a neat looking beast.*

Gather together, then, to perform this ritual

### *Ritual of the Five Planets*

At night time in a place of celebration, having celebrated and elevating the spirit, with music and perhaps alcohol, gather in a circle holding hands and make this prayer: For which planet you represent, one at a time say:

Orion come hear. Orion hear. Link come hear. Link hear. Pippy come hear. Pippy hear. Sefra come hear. Sefra hear. Ler come hear. Ler hear.

*And together say: Be with us and enter our thoughts. Have us think for you. Then one by one say, per which planet each person represents,*

*Orion (Link, Pippy, Sefra, Let) Be built. Come about. Be heard. And hear us. We are your creator from far away. Come, find us. Raise your idol above your head and one by one say (per planet you represent, one at a time) Orion come down! Link (Pippy/Sefra/Ler) Come down! Then put the idol in front of your feet and each person kneel. Kneel for as long as you can and pray to the planet you represent. Rise and hold hands again and say "Come down onto the circle." Then circle around the idols for a desired amount of time and the ritual is complete.*

## ***The Early Council***

They gathered together and talked for 800 years. They were immortal God's that hadn't any need of survival substance such as food. They would sit, think, and create. That is what they did for ages. Then a group of five of them naturally preferring each other's company built simple things in the universe, and greater things afterward. Each was good at one thing. One at creating substance such as matter. One at creating life. One was good at chemicals properties. One was good at physics. And another was good at bringing these all together.

So this group of five God's got together. They didn't have concept of time as we had. Time was not held to their regard. They were immortal. They hadn't need of food or water, and having been around many ages, had little to do but sit, think, and talk. They created the world's we have before us. And in making it they got to be a part of it. Life could be filled with doing nothing better by them. They enjoyed every moment

In the course of 800 years they created all we have before us. They set it in motion and directed where that motion would go and they put us humans here who had an enormous resource, Earth. It was their purpose for us to live and die, spending time as something as important. And knowing that

we would bring together our resources and eventually they will make us gods, as their intentions for us. And when that time comes that through advance sciences come to be, having made us gods, we can join them. They are asleep right now. It is our purpose to awaken them.

## ***The Concept of the Church of the Five Planets***

A person may wish to create such a Church for any number of reasons:

The first, that it would benefit her or him financially

The second, that this Church would proliferate/ expands the practice of his or her beliefs, beliefs s/he wishes to share and teach to others

As it may for their purpose it is a thing to have as one. One may wish to devote their life to this religion that way

*But what and how should the Church be made?* The formula is very simple. The formula for a Church for the Five Planets would have within it a basic presentation/ description of what the religion is about and then to provide definitions for the new members. This should be brief but relate an idea about the religion that comes across and clear and easily understood. And then you will say what the Church does.

What does the Church do? The members have a Church as a work station. People there work creatively on: images of things on each of the five planets. Stories about them. Philosophy, ideology of each. And anything that revolves around them. If at all possible these should be collected at the end of the day and published. Perhaps year long members can receive all of the books at either a fixed life or from donations throughout the year. But it is necessary they have attended *signed in* nearly every day for a year. Maybe being allowed to skip once or twice during the month.

Whatever good way that donations can be procured is perfectly fine. To conduct and set up a Church is hard work and so should be understood.

If possible games could be made by a member or if the Church is especially blessed, a group of programmers. *Video Games*, that is. Art can be sold, as well as books. Films could be made to the further extent, or maybe cartoons. A TV channel is possible, or at least on public access, or at least videos put up online to recruit members and teach current practitioners. The sky is the limit if you can just build a tower!

## ***When in Rome Do As The Romans***

How does one fit in while on each planet. More importantly, what kind of person ought you become to experience correctly each of the five world's?

In Orion appear as their mother. I don't use the word Father but Mother. Present yourself as such to them and care for those whom come to you. Sense that they know you and you will be known. While visualizing eat fruit.

On Ler you may enter as a powerful entity who may do whatsoever he wants. Engage yourself with power, be a leader. While visualizing, eat *meat meat you devour and ridicule. Speak to the serpent. Be among the Council of Four Goats.*

On Sefra, celebrate. Be a person that is there having fun. While visualizing eat sweets.

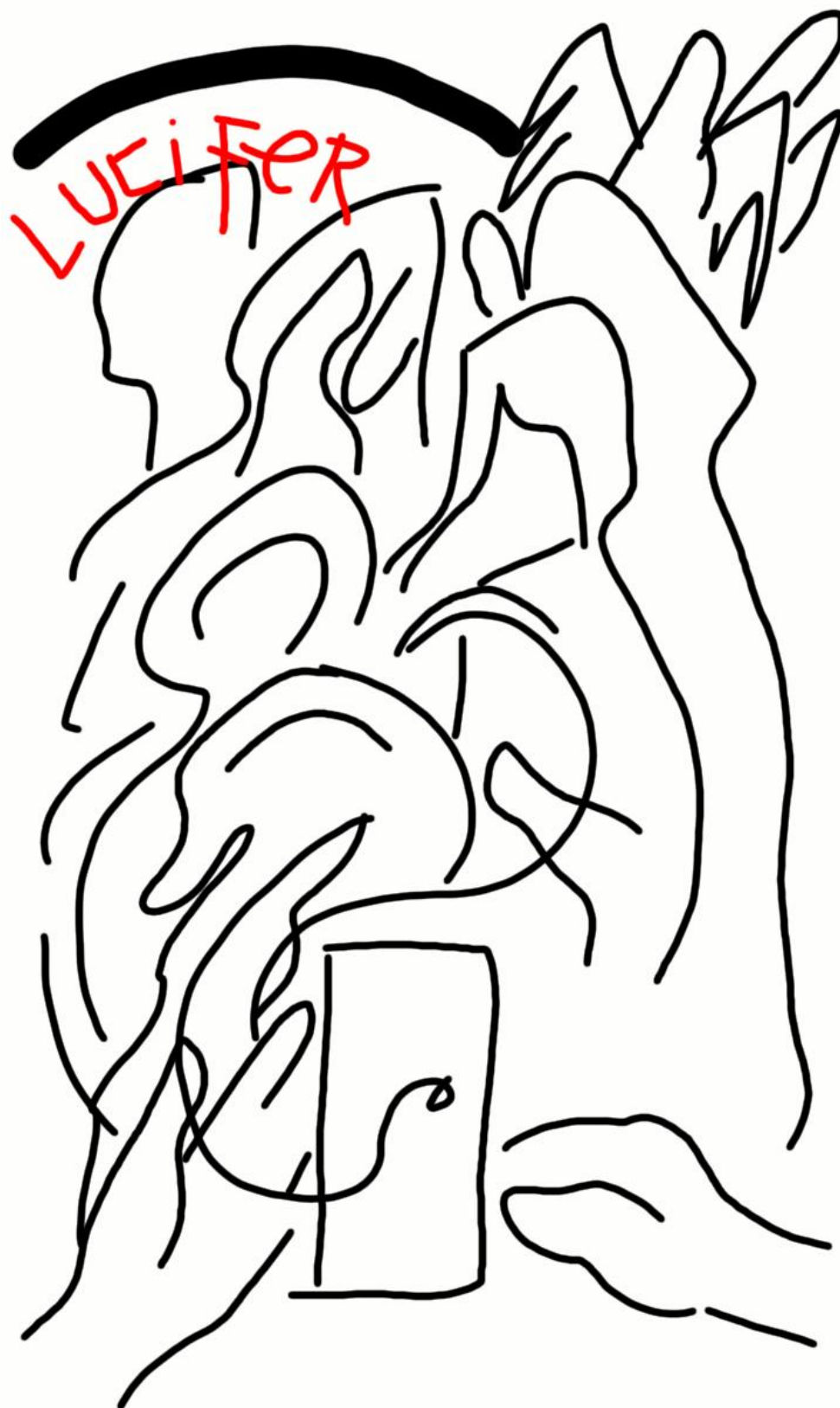
On Link, sit beside a fire, hear stories, go on an adventure. This is best done each night in bed to lead you into dreams, entering Link.

On Pippy, think up tales of wizardry. Think things strange, "look for the sage." Build a home in a swamp, behind a waterfall, and receive visitors.

## ***Visualizing is an integral part of our religious practice***

It is not something you just get better at, it is something you quickly get very better at. Through visualizing very world's are made. Through visualizing comes missions. Through visualizing comes prophesy. So it

takes the best things of religions before it and brings them together in this one practice. Like the Buddhists meditating we find peace. Not through emptying our heads but by filling them with other world's. World's that are there. World's we have made. *They reach Nirvana. We reach other worlds.*



## ***Good Things Indicative of the Five Planets***

**Sefra**— Idols for Sefra may be dolls and action figures. Try to find one that is generic, not associated from an easily identifiable brand (like Star Wars or Marvel based action figures.) Troll dolls are good.

Stickers, candy, craft items, rubber stamps, toys of all kinds, glitter, glow sticks, things that glow in the dark, magazines, colorful clothes, toy music makers, board games, and light based things (black lights, strobe lights, fiber optics, and lasers) are all indicative of Sefra.

**Ler**—Knives of all kinds, bladed weapons of all kinds, horror movies, darker Halloween items, Halloween/ monster masks and costumes, dungeons and dragons, video games with abundant violence like Mortal Kombat.

Music such as heavy metal (black, death, speed/ more “Satanic” metal) Action figures that look like devils, things like monster balls, trapezoids (like a pyramid without the top) more vicious kinds of pets.

**Link**—Wood desks hand made, handmade furniture, old paintings, any thing musical that is acoustic, music like folk music, camp fires, old books, old things in general, antiques *such as* old coins, glasses, swords, mechanical toys, fantasy based books like the Hobbit, dice games, card games, *Magic the Gathering*.

Movies with a medieval/ fantasy theme such as *Willow*, *Krull*, and *Conan the Barbarian*, music of our Renaissance time. Fur and leather clothing.

**Orion**—Entertainment of all kind that isn’t serious/ heavy. More simply understood entertainment, such as cartoons. Electronics of all kinds. Items scientifically advanced, such as the newest TV or cell phone.

Music in a similar vein, not “bleeding heart” music or “concerned” music, but simple music that borders on childish. Stain glass windows, weeping willow tree, *with Orion, take your favorite things. Orion covers about all things one way or another.*

**Pippy**—Things of Pippy are like Ler but less iniquitous. Pippy stuff can be pirates, mythological based things, especially when magic is involved. Movies about sorcery, witches. Fantasy based things like I mentioned with Link, but those more on the dark side.

Halloween stuff of all kinds (you name it, from black and orange pencils to plastic jack off lantern buckets.

### ***How Each of the Five Planets Can Be Used in Your Life to Improve it:***

**Link**— You will return to the old fashioned. You might even find it preferable, and will find it enjoyable, satisfying. Things such as camp fires, live music, older music, the aesthetics of art, warm blankets, harder and more meaningful hand made work, whatever it may be from painting to wood work. More simpler entertainment such as card or board games. An opportunity to detach from technology if only for a short amount of time. Walking more. Getting more exercise instead of driving in the car. A stronger connection to nature such as swimming in a lake, fishing, or strolling through a forest, hiking, or just being in a cabin awhile.

**Sefra**— You will find it a return to your childhood. You will have more fun. You will reduce stress. You will find life more pleasurable, more robust and lively. You will find an appreciation for toys of all kind and fill your mouth with things sweet. You will not be *all work and no play*, you will have a departure from the serious and mundane. Those that apply Sefra to their life do things more creatively. And I have an example:

*The Perfect Snail Mail* is made of graph paper, glued on old coins, a neat looking paper foreign currency bill, has on the letter stickers and is written with colored pens. Could you do one better?

**Ler—** I'm not going to stress Ler so much. I'll just say "release the fiend that dwells within."

**Orion—** Orion would have you include two things in life and they are in contrast of Link pretty much. The first is to have simple entertainment. To be involved in it, though, as a TV movie or video game that isn't too taxing Orion also is very scientifically advanced so to invite it into your life obtain the best products science and technology has to offer. These are mostly entertainment based but whatever helps you in life is good in and of itself.

**Pippy—** If you invite Pippy in your life you will have wonder. You will find the world more mysterious. Pippy—is a lot about magic and fantasy. You may have to make a little leap to believe in magic and to "look for fairies in the garden" but they are there for anyone to see, who chooses to. I personally do believe in magic. My reasoning is that there must be forces hidden that can be used to help us. It isn't a ridiculous superstition to assume magical physics are possible by us on this strange ball we call Earth.

### ***Places on Earth that most Resemble the Five Planets:***

**Like Link:** The outdoors in general. Things minimally entered into, natural places such as forests, mountains, and lakes. Book stores, libraries.

**Like Ler:** Any spooky place. Night time places you shouldn't be. Haunted houses. The Aztec trapezoid. Abandoned houses. Places of Sabbath.

**Like Pippy:** Abandoned houses too. Homes occupied by witches, sorcerers. Gothic type homes. Places behind a waterfall. Caves, pits, and trees that are alone, isolated in the middle of a field.

***Like Orion:*** Movie theaters, music concerts, cities with towering sky scrapers. *Your cellphone*, if you can at all call it a place (and that it is becoming ever more so.) *Universal Studios Florida*.

***Like Sefra:*** Play areas, places with swing sets, gyms perhaps, toy stores, or the section in a store that sells toys, ice cream stores, candy stores, Disney Land/ World, Six Flags, amusement parks, a circus, bubbly music concerts, places of dancing, festive places of celebration, and parades that toss out candy to it's by standers. Also arcade rooms and bowling allies.

### ***And in the home a shrine, and apart from it a temple***

That we gather together the stories of these five distant world's and bring them into reality the best possible way through science and technology. To have modified seeds that tower monumentally high, and homes upon them. A hot air balloon world with stickers on every wall. To present a better world through better imagination in knowing how things can be different

Science and technology advances all the time. To it there is no end. We who implement these well designed worlds will be the Father/Mother, the Founder of them, and true gods.

In the meantime we can live the life given us by them. They came into our heart and minds and we will create very fully the things of their substance until the day comes that we can gather all we know and bring them into reality.

And some day we will venture so far out into space that we will find them. Or else do so by opening an interdimensional rift. They *are* out there *somewhere*. And before we find them we will be fully ready. That is the lasting nature of our religion. It is incredibly far reaching. It will not be out dated for ages.

Life of those walking with the five planets will go to places far reaching and will bring unto their one world five. Living on five world's along with

their one life on Earth we are like aliens. Somewhere away far are those that have spotted us, and they do the same. The greater our faith the more we know we are seen. And being seen is just to know your are being seen. Because there is a world out there that knows you are watching them.

### ***Invoking the Power of the Five Planets:***

Each of the five planets can impart on you certain magical powers, especially if you have them integrated well within your spirit (if this religion has been well incorporated into your life.) Below is a simple and brief list of spells you can use from each of the five planets:

**Ler—** For Let a destruction spell. Simply take some paper and pounce on it, spreading it to pieces until you have become blind with anger

**Sefra—** For Sefra there is a visualization technique using taste. While tasting sugar and perhaps listening to music visualize what you want to come into being. And pray that all of Sefra may have that same food as a reward.

**Pippy—** Being in a dark room with a wicked setting, perhaps playing dark and heavy music, like Slayer or Morbid Angel, and make your heart “black.” You could very well invite powerful spirits into your life

**Orion—** Watch or just listen to music until the point that you become enthralled by it. If you elevate your mood in this way then you will have something magical relating to it in your life.

**Link—** Remember, through Link you can enter into Pippy, even in thought. Link is a source of visions and divination. It is a thing that mixes well with things such as crystal balls and runes.

*See, you can meditate often with thoughts of the five coming down. First you think “upward,” and then “cut it from you” sending it upward. Then it raises in what is*

*known as Nether, and when it “perfects” it comes back down. You give, then you receive. If you have a strong bond with one or more of the five planets you will find that the world you are on will become much more like these five, naturally, magically, and even very noticeably. You can receive things from the five in the form of a spell. It just depends on you mixing all of the things a certain way after a strong connection has been established between them.*

### ***We are not such a philanthropic religions as others are***

But we do help others. We do so by giving things to the Earth. This is a somewhat unrelated thing in the usual working of this religion (about five planets) but love and care has no needed reason but to help. We are concerned for people who have no home, those starving, those abused, and those of misery.

### ***Cast your gifts upon the Earth related to the five planets***

First carefully choose it. Then bless it. And then put it in any place it might be found. They can be inexpensive, such as a cheap ring. It can be a green marble. It can be a small figure. It may be a net board game piece. It can be a *Magic the Gathering* card, sealed. It can be a fantasy book. It can be a glass dice.

### ***My list of the most magical things:***

*Oolong tea, Del Ray books from 1980- 1989, old books, ones forgotten. Final Fantasy strategy guides, and sometimes other strategy guides, twelve sided dice, miniature idols, large ones too. Also: action figures that look like devils. The desert, like on the outside of Tucson Arizona, plasma TVs, things of special lights, Dungeons and Dragons, abandoned homes, old valuable swords or daggers, things of **Especially**, stain glass windows.*

*Eye of Providence things, and the Horus. The deities Shiva, Lilith, Mammon, and Agnes. Tarot cards, old paintings, and anything old and forgotten but at one time was well appreciated – as though it has become a “sealed energy bank.”*

## ***Home is where the heart is***

A person practicing our religion could very well become homesick. I have the theory that we create our own reality, to some extent. After creating such places for your self and drawing things in of them, it becomes quite natural, automatic. And I believe where our heart will take us, so we will go, depending on how our minds had it so. Our minds create things we love, places where we would love to be.

Given the “weight” of our religion, with as many followers there are of it, determines just how much this will totally be so. *Two heads are better than one.*

Just by practicing this religion causes it to come down upon us. It's contents pouring down while we'd have it brought to us, and, as an essential element of magic the mantra applies “as above, so below.” With this religion being created and we'll understood by many, it will have a magical effect on the Earth.

Older religions incorporated into their beliefs angels, demons, and gods of *other realms*. This religion, being newer, having come about with the knowledge we have of different planets, even galaxies, and the stuff contained in it, is more suitable to modern religion. They called upon angels, deities, and demons, and so they sometimes brought them in. But we acknowledge that these are aliens. Some of them being *Higher Beings*. Some so scientifically advanced that they have moved far beyond the flesh *one could only imagine*.

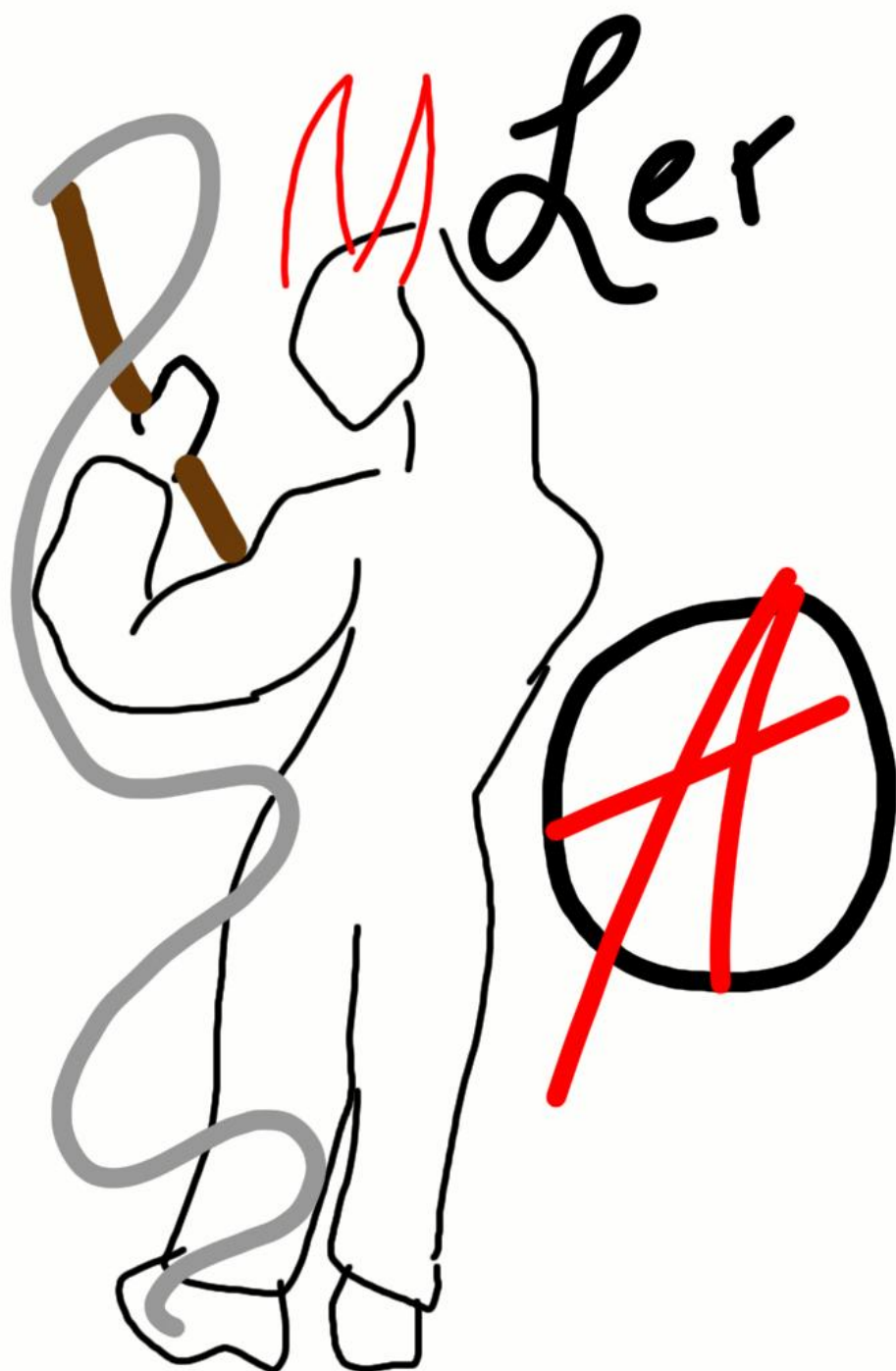
It is scientific to understand that an alien race could be so scientifically advanced as to be something we could only understand as spiritual existence. All the matter of a brain can be taken and “translated” into a seemingly spiritual form. And sure different dimensions is a subject that highly advanced science can pin point and use.

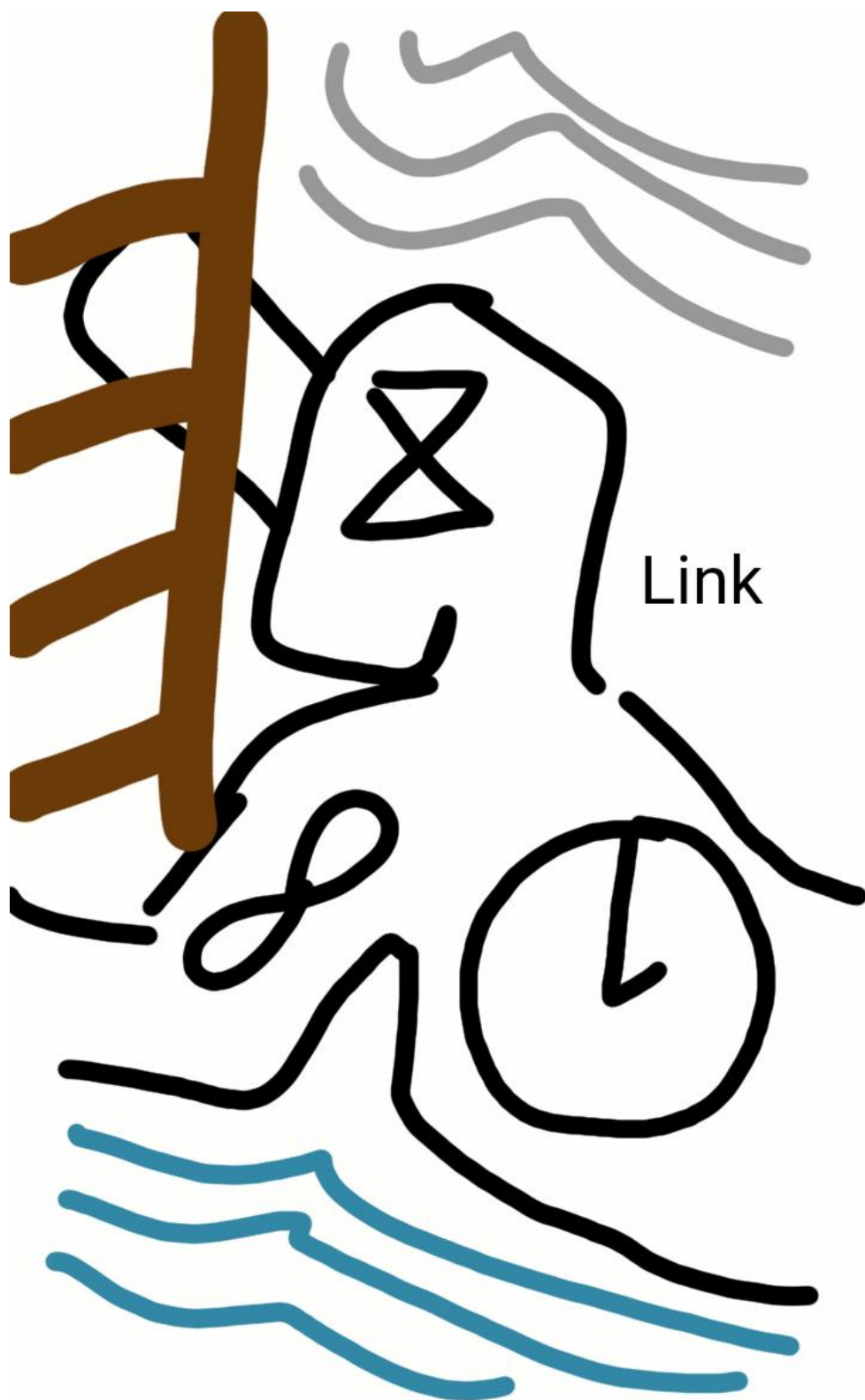
*This religion uses sound scientific theories. And where things in it aren't scientific then it doesn't need to be. But it is all supported by real sciences.*

***6 Printable Stickers follow***

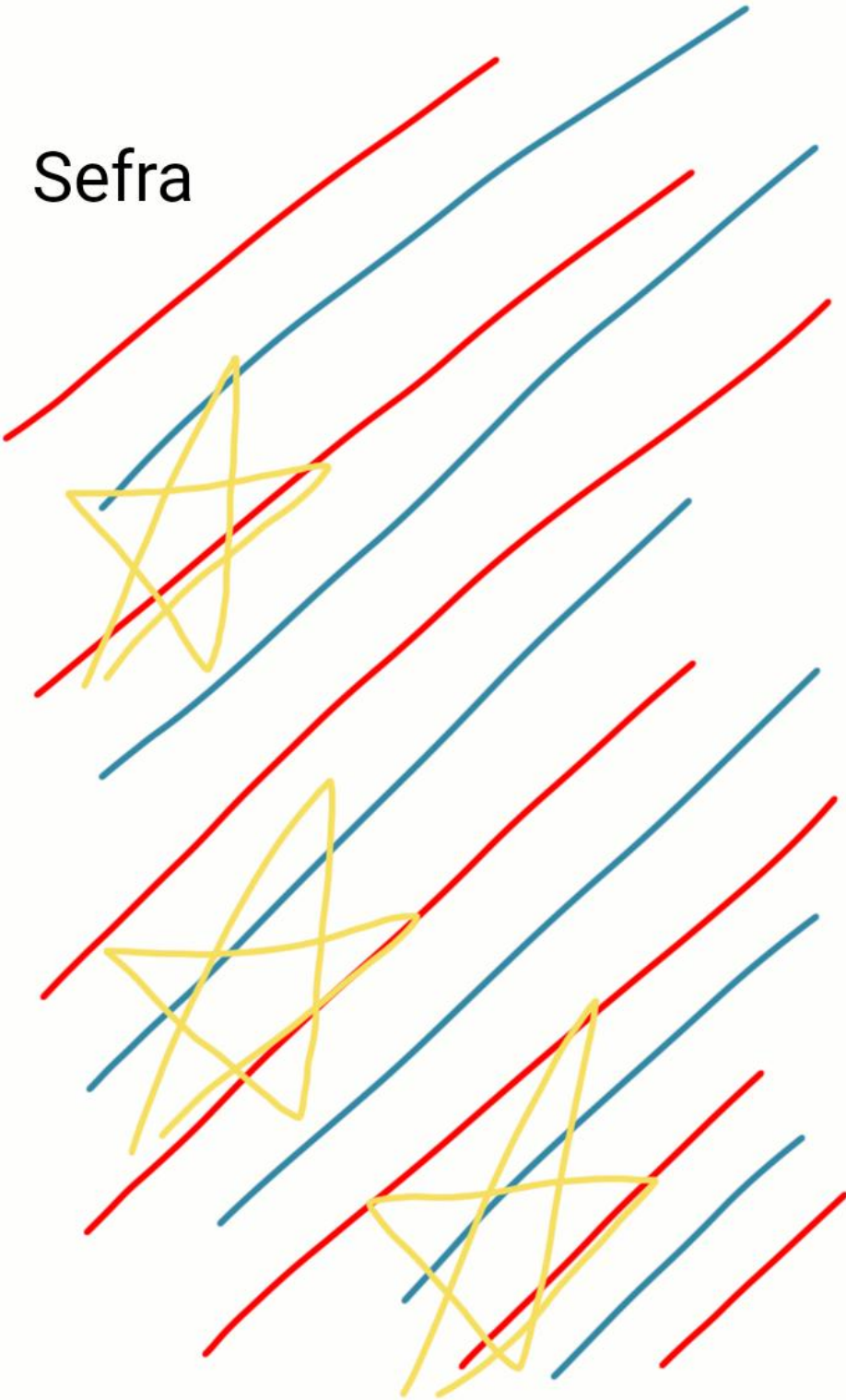
LER



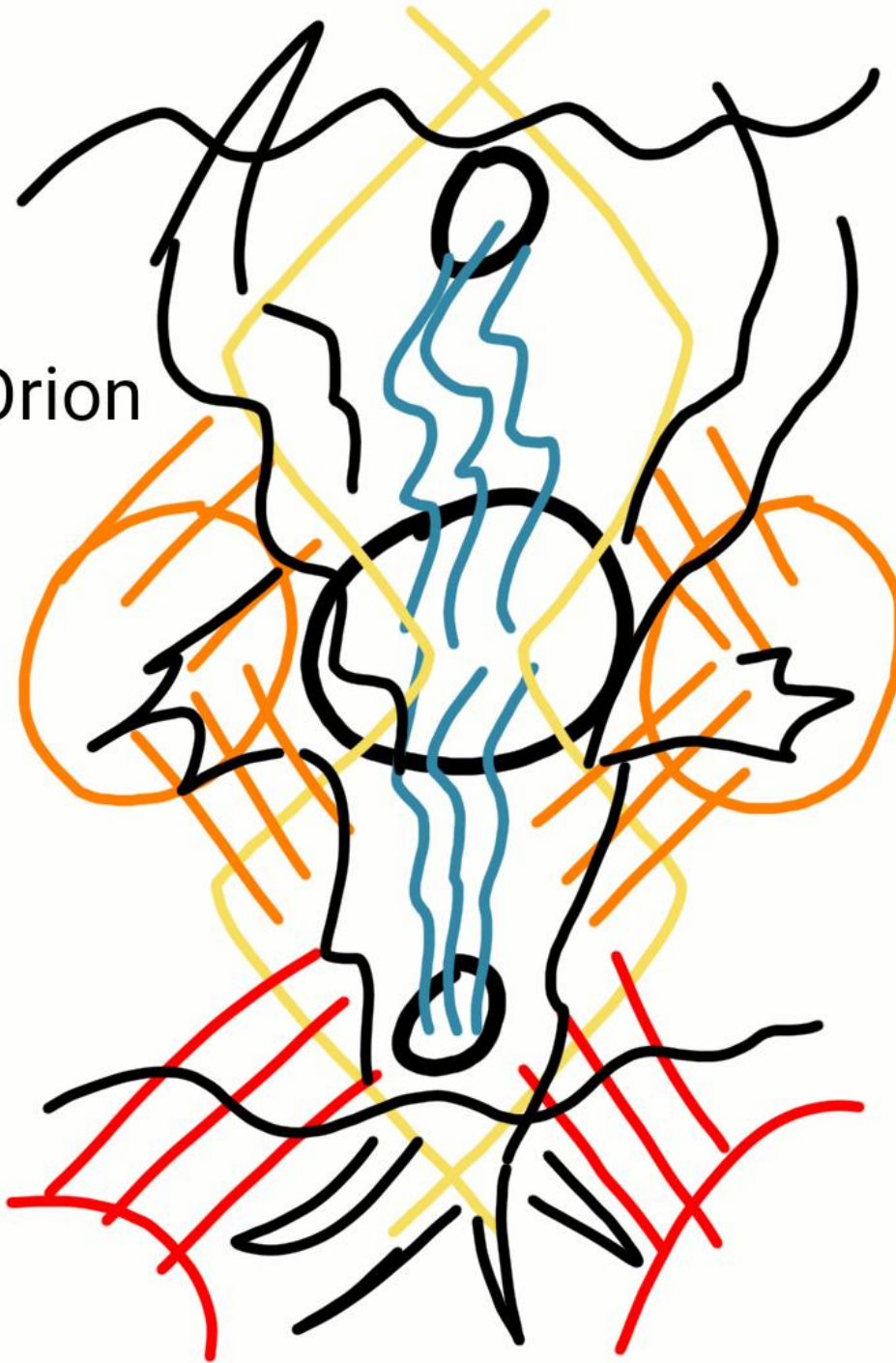




Sefra



Orion





Pippy

***If you didn't know, stickers are my favorite thing. These may be resized how you want them and printed as such.***

I remember the early days of printers. Hell, I remember a time before that on a mechanical type writer. But then I used my grandma's printer which took about five minutes per sheet. Then, came Windows 95 computers and better printers alongside. I began using a word processor on my very first computer, actually my Father's computer, a windows 95. And then after having the internet awhile *Lulu* came about. A website that you can upload digital files on to. I look at it as magic as it is: that my books are "floating" up above. Such things strengthen my belief in spiritual bodies. There are millions of videos "floating in the air," there are volumes of text based eBooks and I'm ages "floating above." And my whole point being: how much longer will it be that we can make a "second reality"?

***If you are to make a video game based on the five planets consider these ideas:***

First imagine a world with a lot of floral plants. Each plant represents one of the five planets or another. Imagine that they must be seeded and planted if over plucked and made absent. These plants can be sold to other players. Each plant when consumed in the game will take you to one of five world's, depending on what plant it is. These are portals.

On Pippy you can have things much like an RPG. On Orion there could be certain sports. On Sefra comes social venues. On Ler there are scary elements like any horror video game you may find. On Pippy, pirates and witch houses, too. On Link, things more of an ancient Earth, like *Elder Scrolls*. And Orion can be a place of entertainment, too.

Those on Orion could deposit ideas any person may have, from scientific to theological, but also things such as invention ideas any one may have. Also on Pippy ghosts/ spirits may be summoned. On Pippy, too, scary old nursery rhymes may be brought to life. The music from world to world is based on earlier things of this book (already discussed.)

On Pippy you may catch spirits like some kind of ghost busters or Pokémon thing and use it any where else. On Link you may have black Smith's forge a sword. On Orion you may acquire technological wonders, like a small space ship or something you can use to breath under water. On Ler you may bring out a little demonic pet to protect you, wherever you go.

By going back and forth from world to world you open up new areas. You have things from one world that can be very helpful when taken to a different world. Maybe you can get music from Sefra and play it on Orion and become a musical star. Or you can find techniques on Link not found elsewhere that can be applied somewhere else in a way helpful.

On Link you can search for gold, and mine. On Pippy you may gather magical ornaments and rings. You could learn a spell on Pippy and use it elsewhere. You can go on a treasure hunt by hire from any other player requesting it. So then a player may need something and could pay you well to do so.

I would say players are entitled to a fair amount of land. The place they occupy may be well hidden if they don't want to be found by other members. They might put it out in the open, otherwise. And the best land may be fought for or sold at a high price, they being areas of particular interest.

On Sefra you can gamble. On Orion you can gather a cult like following. On Link you can find dwarves and gnomes, elves and mythical beings of the same vein. On Pippy it is more like witches, wizards, and strange magical toads. On Ler there are either demons, monsters, or sorcerers. On Orion, mostly just a singular childish race. Sefra has one kind of people but you wouldn't know it with the costumes.

In many ways such a game would make itself. Sefra may have you bustling and for some they just want to get something done and leave. A person who has gained a lot of resources and power can land on Let and take it

over, creating an undefiable kingdom until a better player comes around. On Orion you can learn much. On Link you may peacefully go about and rest. But you could also get a lot of good from it, like weapons that, when taken to Pippy, may be invested with power.

## ***Demonology of Ler***

Below is a list of major demons that occupy Ler, their symbol and their image along with a brief description of them. They may be prayed to. Altars may be made for them. And they may be invoked. The reader is encouraged to make an invocation to them in summoning them. This is a statement that requests they come to you. It can read as so (for example)

“Great Demon ( .    )

I invoke you unto me

Be lifted from Ler with this sword

To be here in my presence as help unto me

To. ( .    ) And may we work as one to establish. ( .    )

In all power and greatness until it is done.

It can be such a statement, and that size or larger, though the example above is short.

An altar may be constructed. This is just as simple as candles, an image of the demon's symbol, and an idol. And idol is an important part. And it is a place you honor your chosen demon with. You may have incense. And give gifts to the demon of the altar and pray to it. Remember, magic is mostly the relationship between you and a deity. If you are observed by the demon favorably, then it will help you.

I have a list of twelve demons below and will provide further details and more demons in the future. But for know these are good enough.

*Use typical magic tools such as crystals, candles, daggers or swords, incense, bells (a bell being rung before invocation. A candle snuffed out when done.) A dagger to point at it's sigil, a chalice from which to drink. And music that provokes the right mood, these, along with meditation. It should be quite of a good fantasy for you to experience.*

The Chaos Demon of Ler *Ashel* is honored by throwing numerous seeds in any area. He is useful toward implementation of chaos in any way that he finds worth causing.



Tithis is a demon honored by tossing about small toys. It is the demon of childhood and useful toward gaining a more childlike life, for use as a return to childhood.

Tithis



Maryl is a demoness that is honored by dance and pleasure done for her. She is a demon that is honored during feasts and dances and can be be invoked that way.



Tehmps is honored by feeding the birds or doing a “job” for him. This can be any job, feeding the birds, sweeping something up, any simple job done. But it must be kept done as long as you are able to invoke him. This demon is a powerful wealth – god that can bring you money when invoked.

Tehmps



Thelma is a demon honored by public praise and creation of idols pertaining to her. She is useful in bringing about authority and power for her more dedicated flock.

Thelma



Vigor is a demon honored by strength from his followers. He admires strength most of all. He can help you through difficult situations and defend you. He is a protector one of the “guardian demons”

Vigor



Lesla is honored by money at his altar. He is a demon associated with trickery/ cheating. He can be beneficial for people looking to be successful in their secret doings.he works well “in the shadows” and finds it his favorite space

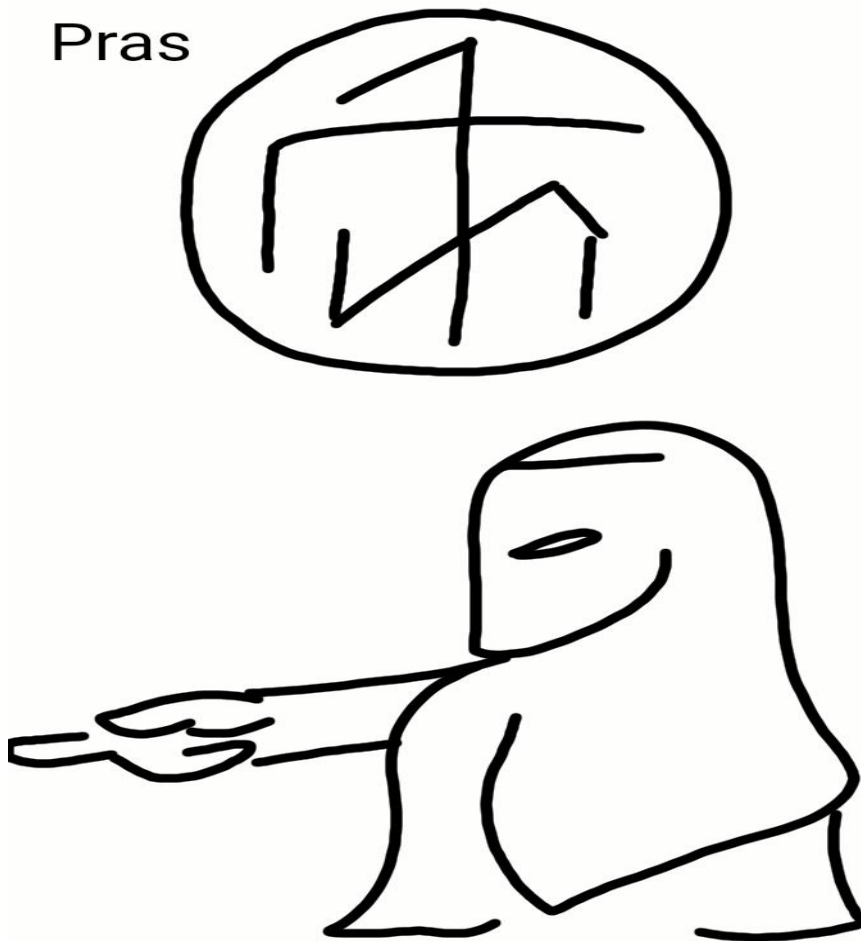
This demon is sexual in nature and is evoked to make someone you are attracted to be attractive by them.

Makymph



Pras is honored by “perfection” doing ones very best, doing something done well. He is a demon that sets your feet in the right direction. When you accept his advice and guidance you will be bound for success. When you evoke him he puts a purpose in your heart.

Pras



Lesla shall haunt your foes and eradicate obstacles around you. She will put the spirit of competition in your heart and help you with mastering mastery. She is a demon involved in using who he was summoned by. A “partner in crime.”

Lesla



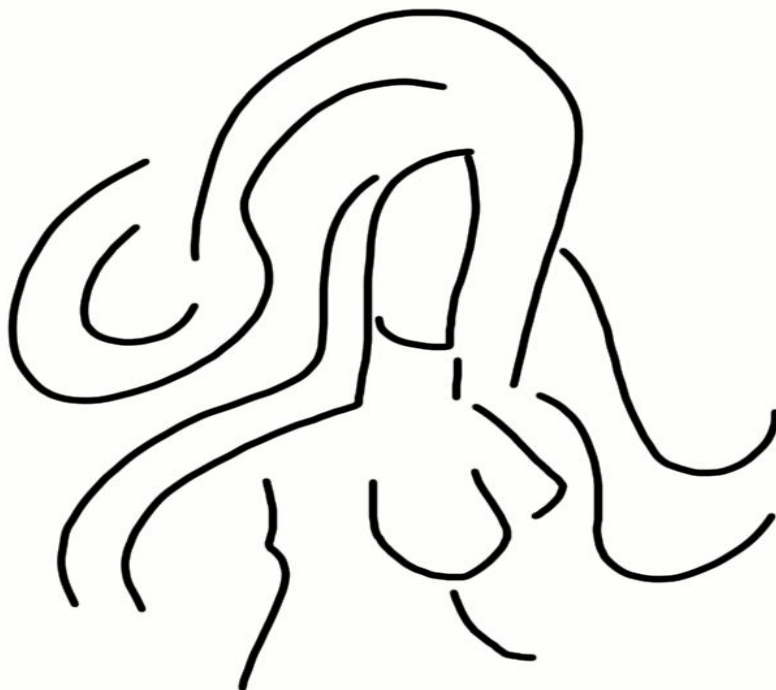
Ben is the most different from the others. He is a rare figure in Ler who has strong values and enforces morals. He is invoked for the cause of fortifying one's life for the better, or any act of balance.

Ben



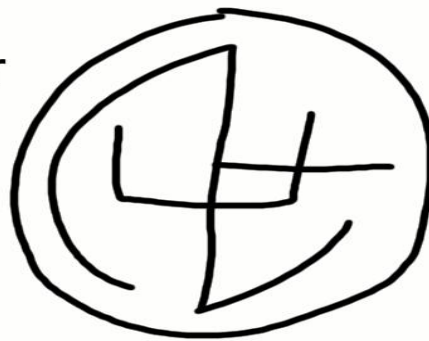
Vecky is honored by jewelry placed before her altar for the return of which is her blessings, which can either manifest on material form, or other ways.

Vecky



Geler is a demon invoked to impart wisdom. He is a “thinking” demon who likes to share his wisdom. Like anyone who has it it doesn’t mean much if it isn’t shared and used. Ask Geler for his wisdom and you will come to know great things.

Geler



## ***More about these demons***

Ashel—color of red (as with candels) number of four, incense that perfumes of flowers, potpourri at his altar, animal of bat (such as a plastic figure.)

Tithis—color of yellow, number of six, herbs at his altar, animal of bird

Maryl—color of blue, number of two, mirror at the altar, animal of reptile.

Tehmps—color of green, number of three, magical stones at the altar, animal of cats or tigers

Thelma—color of white, number of seven, drawings of her at the altar, animal of mouse.

Vigor—color of purple, number of five, figurines/ mini figures at altar, animal of goat

Makymph—color of orange, number of one, green marbles at altar, animal of pig.

Pras—color of black, number of four, shield at his altar, animal of horse

Lesla—color of red, number of four, jewelry at her altar, animal of elephant.

Ben—color of blue, number of seven, Holy Bible at his altar, animal of elephant

Vecky—color of pink, number of one, Jewelry at her altar, animal of fox

Geler—*any* color, *any* number, *any* gift at altar, animal of owl and horse together.

*Altars are so designed. Have the colors and object on it coincide. The colors can be colors of candles. And also imagery that emphasizes one color over others, but those images don't have to be just one color.*

*Idols should adorn the altar. These could just be mini figures of the animal that each uses. Whether they are ceramic or metal, wood, or plastic.*

***Make a new language for each demon invoked. And these languages may be used throughout the religion in general.***

***If you wish you may create a new language not only for each of the demons but also for each of the five planets.***

I have learned that in making a new language that the vowels must be replaced by vowels. Let's imagine "apple" was made into a new word by letter replacement. If you exchange the vowels "a" not with another vowel but a consonant, then you'd get something like "fklw." That would be A=F, P=K, L=L, E=W.

But if vowels replace vowels you could have "Eklw," Where A=E, E=U, and then the word is still able to be pronounced.

That's about all you actually need to know in creating a new language based on letter replacement.

If you wish you may also create a new written language for each of the five planets in relation to ritual type work and special messages just for them. This is very easy, you just make a new symbol for each letter of the alphabet. But I do have some advice:

*Make the letters easily enough written. Make them look good, more complex than something like a dot, or two dots or something. Make them look neat but also easily written.*

*Make them look similar to the real letter but just enough different that you would recognize, but not others, and doing this well will make it much more easily read*

*by you. So, then, a T can just be upside down, and an F can have just one line cut from it (the one in the middle.)*

You may be surprised to know that it is very easily memorized. In fact you could just need to spend a dozen or so times using it and it will become second hand. I still remember a code that I made when I was about thirteen. They are actually more easy to write than you may think. But reading it is a different matter.

### ***Prominent People of the Past on the Five Planets***

*On Orion* there was a man long ago who was born with a simply brilliant mind. His name was Hal. To say he had a good mind was an understatement. As on Earth someone could be expected to be born with brilliance from time to time, but Hal on Earth would have propelled us a few hundred years into the future, as far as scientific knowledge is used. Sometimes on Earth a religious figure appears. These are few and far between. They change the world not based on science, but religion. But because of Hal Orion had a scientific figure, not a religious one, who changed the course of the world and is regarded as utmost in their history.

*On Link* there was a scientist that concocted a fountain of youth formula and would come to gather a cult like following, or you could say a “secret society” with only whom he shared his formula. This group is incredibly well secretive and have to be. Science became outlawed shortly after this Scientist, named Don, created it. He gathered together certain people he could trust and they do keep it a secret. They are only mostly immortal. Something like decapitation could kill them. It is just that things like old age, won't. And they could be executed if found to have been using science as they do, regularly consuming this potion to keep themselves alive, indefinitely.

*On Pippy* there was a lady alchemist called *The Witch* by her peers. She was a gifted scientist that found a way to mix these three: a spirit, a hallucinogen, and a plant together. This created together with a weed of all weeds and planted here and there, spread far and wide. And she knew exactly what she was doing. She was trying to bring magic into the world and she did. Because those that ate these plants became possessed by the spirits within them, would hallucinate with and through them, creating more spirits, and bringing into the world Pippy (whose planet takes the name of that scientist who made the world what it became) a fantasy based magic filled place.

*On Sefra* the top inventor, regarded as someone who simply made life better for all of them, created a set of things that the Sefrans can't do without. He would later come to establish *The Society of Bliss* with which Sefra would become transformed by, for the better. He made a special drink using sugar and serotonin, a type of light elevating feeling incorporated into a drink naturally during the brewing process. It absorbs heat like photo synthesis while mixed with a plant containing serotonin, and basically the effect the plant has being consumed goes hand in hand with it's brewing process. While brewed it intensifies its own chemicals in an attempt to survive, in takes in an added chemicals to do so, and essentially brings to life a whole different plant *like a mutated plant providing a high*.

*On Ler* they had at first upward buildings, towering higher than any building on Earth. Let is a somewhat small planet, close to the size of Mars. Then a King named Jez wanted his kingdom to be underground. He though it was just a better idea to go down than up. The crust was miles thick. So he brought together slaves to dig deep into the Earth. Being most satisfied by it, he had a whole neighboring village to do the same. Everyone was responsible for doing in themselves a home under ground,

underneath their current one. As well as that to create tunnels. Lord's of the land could keep their upper level land but only if they had their servants dig mine like caves underneath their land. The King wanted more land and found he could double his land this way, even triple it if he also went upward. This caught on and people all around Ler were making underground residences and caves, and tunnels and the land underneath the land would become a place of the most nefarious.

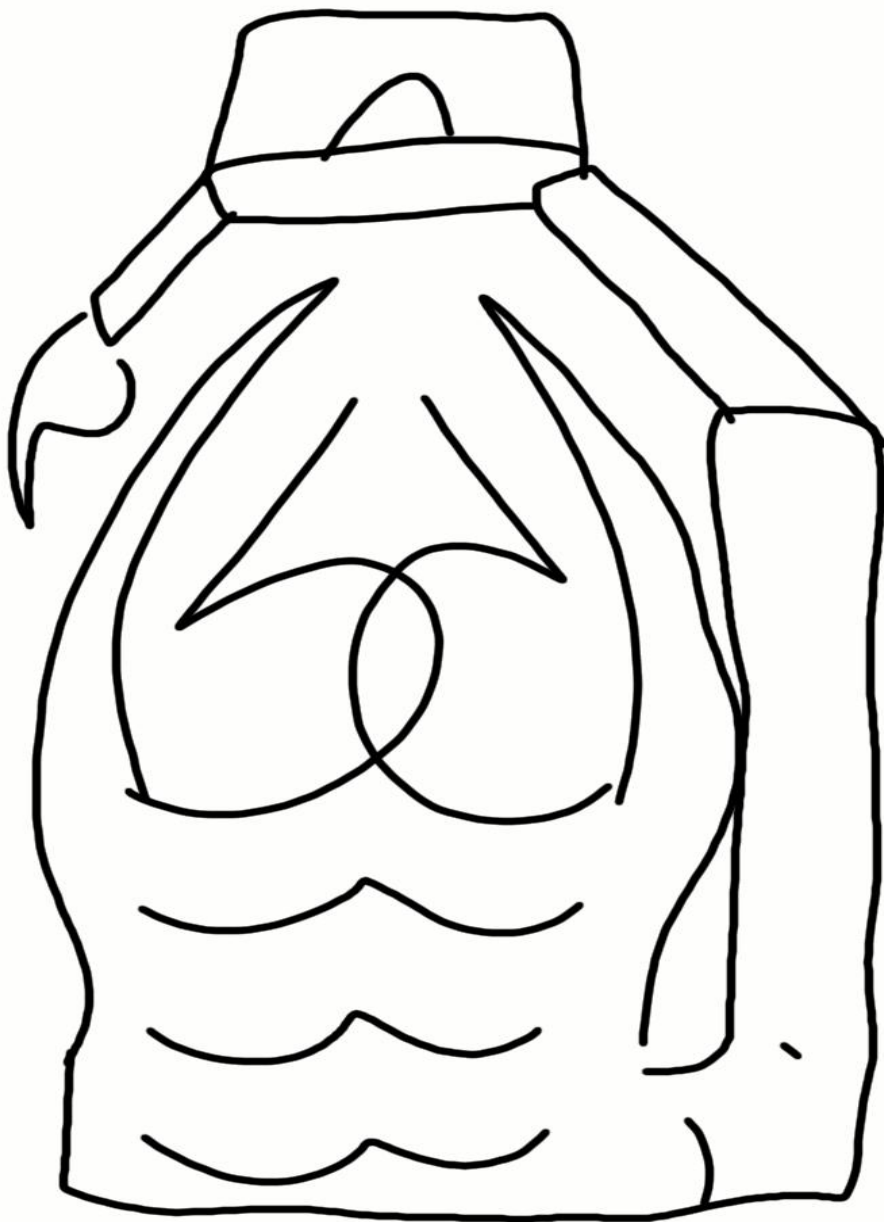


## **Major Architecture on the Five Worlds**

*The Tower of Ler in which resides a great King known as "Kelmer," with whom has been entrusted the progress of the Lerians, and having received this tower to house him and his most devoted. Religious type of fanatics circle it night and day, but the tower is exclusively his own as payment for his responsibilities.*

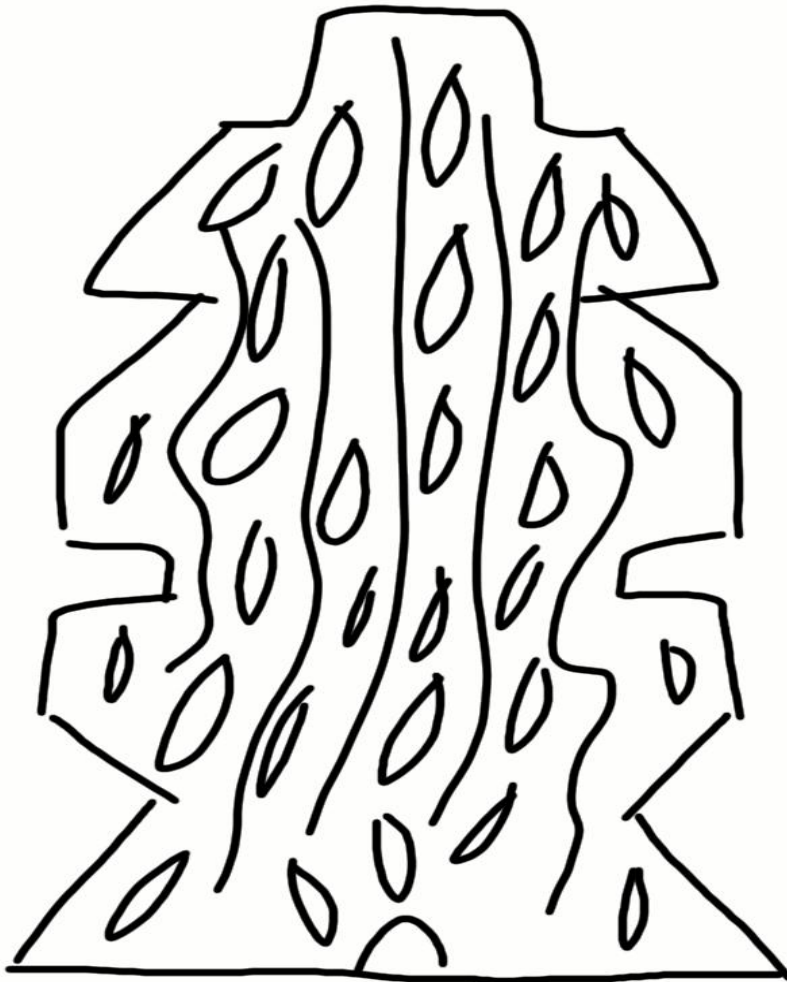


*On Pippy you will find this building owned by "The Scorpion Clan," those who use "sting magic" by consuming scorpions fed with a certain kind of food, investing in them magical powers which when the members of this group eat, they*

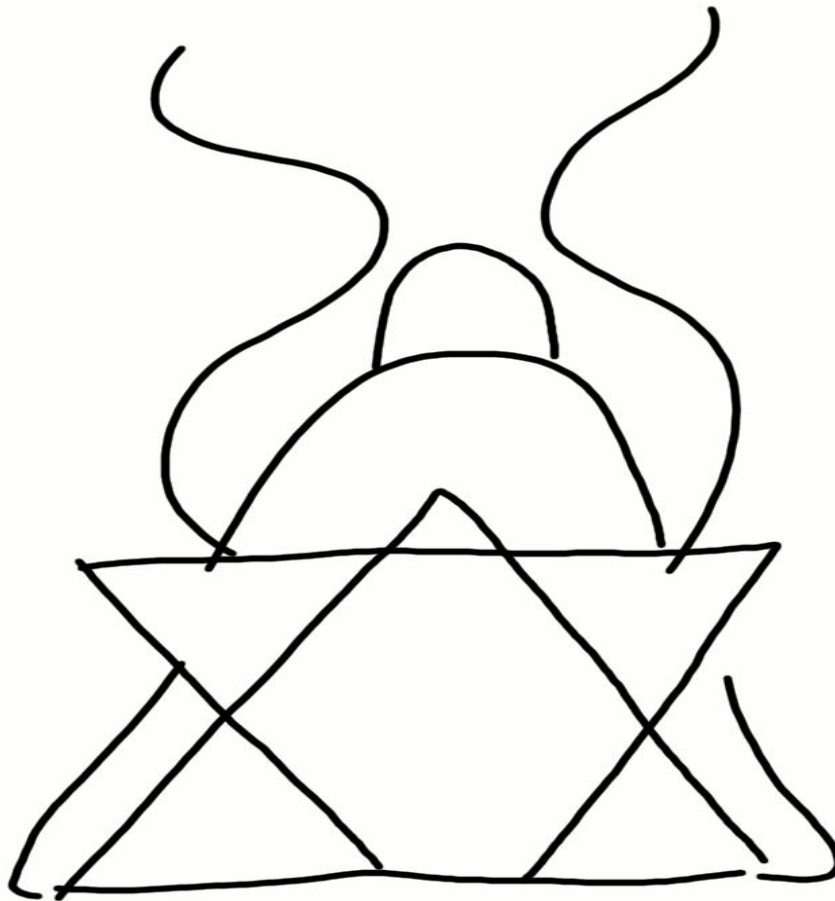


*too have magical powers. They also sell their scorpion potions and such for good monetary gain, affording them this home.*

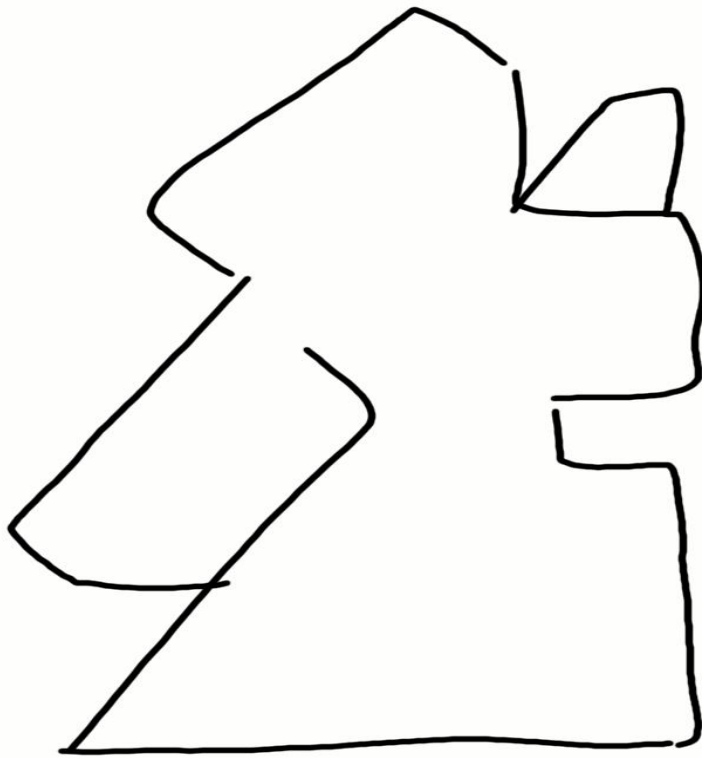
*On Orion an apartment complex that was made so well that it has stood just as well as it did eight thousand years ago. In fact it represents a great achievement for the Orionite's in construction techniques as the first of it's kind. The Orionite's made an order that all of their buildings should be made as this one, if only for the sake of perfection, and eventually that came to be.*



*On Sefra rests this, The Society of Bliss, it's head quarters. This is a place that ensures all of Sefrans are happy and generally regulates the monetary system. Which isn't based on currency, paper or gold currency, but is based on barter and trade for services or just trading. A Sefran registers his yearly list here: a list stating what s/he has at what cost. Their favorites things and what job they will take to get them. Or if they own a copy right or patent, a list of what they want for it's uses.*



*On Link there is this building which monitors the world to keep science out of it. Science nearly destroyed their world, through and through. Now the last place that uses science uses it in order to ensure it remains gone, abolished. This building houses the only legal science on Link: which is only used to keep sciences out of Link. And it also homes a group of people that go out and make sure it is not being used on Link. This is its head quarters and the only place on Link that you will find scientific devices.*



## ***Expected Moods and Lifestyles of the Five***

*On Orion* the people are easily entertained by things such as films. They do not need them to be things holographic more “real to life.” They are far more entertained by films than even we on Earth. The *Stix* system not only protects them but helps them. They can travel upon them like a witch on a broom. They are more adventuresome. They have their needs met wherever they go. *Orion* makes up a planetary system so large as to be unfathomable, yet there are people occupying all of it, with large empty spaces there, but most of it occupied, at least a little, but sometimes the Orionite’s gather in massive cities. They are all for adventure and travel, finding new things. They are immortal and so scientifically advanced that they can procure all of their needs, easily. Sometimes they will just travel about to see what is there in terms of movies/ videos (such as music videos) being unable to see them if they don’t venture out. And they will wind up in a place having great movies and theaters that they stay awhile. When it dries out they leave. But maybe years later to return, remembering the place for what it had. Their movies are longer than ours, typically four hours, but can be much longer than that. And right after finishing one movie, will go right to another.

*On Sefra* there is a people that are very amused by fun entertainment, usually music based. To charge money for music is unheard of. And there aren’t so much “glamorized stars” as we have on Earth. When they gather they all help out, making a concert more like a party, with good things brought. They like simpler things since they appreciate things more simply. They do have some novelties we don’t (yet) such as stickers that play music videos powered by free energy. They are known to feast and listen to music, for days. They freely sleep in such places, usually out doors, and will eat when they want, sleep when they want, and sit next to musicians listening to music otherwise. Since they harness free energy which is based on energy waves moving turbines, they spare no expense in providing lots

of cool lighting to their cities, from the walls to the garbage cans. Their roads beam with colorful lights. They developed science differently than we did. What we liked and needed ourselves, that we made, and the same rule applies to us. They have things like glow in the dark paint that glows all night every night. The days on Sefra last a little longer. The moons in the night in sky is one blue, another orange. Since the Sefran diet is mostly sugar based (since all plants are so sugar based there, naturally) the Sefrans don't stink. The best liked food on Sefra is in limited supply since it doesn't reproduce, isn't a plant. Rather it is a type of sweet clay deep in the planet at limited supply. The plants on Sefra often dissolve into the near by rivers giving each river a certain taste and color. In fact because of the way many plants dissolve into a uniquely tasting power there is on Sefra something like naturally created cool-aid. This includes rocks which are also in limited supply, like the mentioned clay. Stones and currency then come very differently for them than us. Once gone, they are gone. But they are in enormous volume and are still yet easily found. Many are heavy with taste and only require just a little bit to produce a strong beverage from. But the one thing that is sought the most on Sefra is fossilized plants that have gone extinct, which may be consumed for those that can afford its choice taste.

*On Link* a family has gotten together well in surviving and living with needs met. But there is an increasing tendency to return to scientific means, with how much easier life can be from it. There may be a revolt from time to time of something such as a man who lost his wife and child to sickness when chemical drugs could have healed them. Such instances of this or a man being called by a great beast urges people to return to their scientifically developed lifestyles. Homes are made by clay, wood, brick or stone and typically a family will raise their children to fourteen before they are made ready to move into their own home nearby. Sometimes these homes they make their selves, other times slavery is present on Link but only with the utmost in morality. There is a legal system intertwined in it that protects them—and they are more contracted workers than actual

slaves. People sometimes create a circle of friends who venture far out into the world looking for what the most common religion on Link calls "finding one's paradise. This, there most common religion, teaches about adventure in life, having a long and interesting life, to fill up "The Empty." Their religion teaches them that only having a good purpose and filling one's life with adventure is the only remedy to the enemy of ineptitude and that those whom do so will have a living soul, one that lasts forever, and those that don't, will remain nothing and die. People have many different options for jobs and at least they are more meaningful than what we find today on Earth as jobs. They make homes on Orion and the make swords, bows and arrows, collect fire wood, gather the best herbs and create the best perfumes, none of which is very easy, but more meaningful, and for them they are better paid than we would be. Sports are common, as are plays.

*On Pippy* there are people that delve very far into witchery. While Ler is more a place for demons, Pippy is a place of wizards and sorcerers, warlocks and witches. And that really decides them. A witch is someone that uses potions and brews, herbs and things for magic. They use nature such as special branches, or may use stones such as crystals. A Warlock is more power hungry. He *or she* in this definition, uses magic to gain power and authority over others. A wizard only uses magic to make his or her life one better. They are more apt to go far and wide to find things of magic, and will procure greater magic but for the purpose of being one with it. Sorcerers are more interested in ritual or ceremoniously based magic. They will form groups and are more interested in learning magic, not just simply gathering it. They are much more involved in the details, are more studious. Homes are usually well hidden and separated one from the other on Pippy. It is in these places that the power of their magic, whoever owns their home, are most magically powerful there. Though this isn't always the case it often is, so people are very careful when dealing with another's place. They may want visitors, and it could be known, in which case they could sit for years in their home left with their devices, and alone, until the

day of a very welcomed visit, either someone they know or a stranger. And most people of Pippy are alone most of their days within their home. There is much to do within them. They generally have all they need inside of them. And they could go a decade or more without company, until they simply get so lonely that they venture out, as the way of a newly born wizard.

*On Ler* exists those who think about life in drastically different ways. First there is a person looking for greater power. Among them are the conspirators and dubious. There is among them the greater masters who enslave and conquer. Then there are those basically complacent. They are settled with things as they are. Some of them are just people who take life the laziest way. And these are those that are satisfied with their lot and find no more need to work hard, for any worthwhile reason. Then there are those that create statues, often idols. That is one of the things that those on Ler like the most: monuments, statues, idols, figures small and large. That and architecture are two things Lerians love the most. But what they appreciate the greatest is jewelry. To them it indicates status. A person of royalty has themselves covered from crown to feet in rich jewels. And along the same lines, clothing is highly valued by them. They dress to kill. And they also like things as well made daggers and swords that accentuate their attire. Those are the five things most highly valued by the Lerians: idol like statues, preeminent architecture, jewelry, clothes, and "little blades."

They often play games their very similar to two of ours: Dungeons and Dragons, and Magic the Gathering. These are often the most important thing in life to them. So they will spare no expense in making them, either for there selves or sold. The board of the game is glass or ceramic, adorned with jewels, specially carved wood, and made with one specification: *perfection*. In fact perfection on Ler is regarded as the one true value. And they will do their best on everything made. The Lerians enjoy such games.

Other than that they *would* be just a violent and brutal race but they just have better things to do: if it doesn't serve a purpose, like feasting. And

they spend a lot of time feasting. They put the wine and play the most wicked kind of music for their entertainment. If they've caught a for they may celebrate her/ his dispatching, or if they are successful in any way they'll celebrate. But they don't need a reason. Feasting just goes hand in hand with sinful types of people.

### ***Further ideas for a game centering around the five planets:***

1. There can be architecture made to order by other players, at a price
2. There can be newly made music for each planet
3. A council can determined what stays and goes on them
4. One can make a plague on Ler
5. One can learn magic on Pippy
6. The best clothes and jewelry found on Ler
7. Technology can be smuggled into Link
8. Movies can be seen on Orion
9. People can be sent to Ler, who are prisoners
10. People can be exiled from certain planets
11. But there is a cosmetic operation on Sefra
12. Halloween for Sefra and Ler, one playful, the other is a horror
13. Creating a special highly valued item could have you looking in the farthest reaches of the five world's, to put them together on Orion, having collected them on the other four world's
14. You can find seeds on one world and plant them on another
15. Things rewarding could also be tedious, like cutting down over grown weeds to please the King, but eventually you will gain a better place in the game
16. A different way to advertise within the game is that every advertiser must provide a good and free sample to anyone who requests one, and there advertising space is free otherwise. As long as they offer a free sample via mail is as long as they may advertise.

17. Characters/ people in the game may be observers who test and evaluate each of the five world's. These people document their findings in a book that can be read by any player.
18. The game has a physics style, it's own system of physics like as can be examined and used on Earth, but different (sometimes the same, sometimes differently ) here it is that you can learn magic or scientific operations by knowing the laws of physics.
19. The player can have a life on the five worlds. A life for each that they can switch from, back to, or to change which of the five lives is where.
20. Players should have the tools to scientifically examine any area they are in, taking pictures and having an analysis of the environment they are in. And also who is when and where..

*My idea for a good new game controller would be that it had a knob switch that could be turned to 8 options. Also a color set of buttons with an LED that makes four different buttons any desirable color. That when you see green and you push the green button, then you select green, or you could go down a green road, or a yellow one. You could draw in what is green. You could have a red, green, blue, or yellow button to use up meters that use that color. You could generally interact with the environment better that way.*

*I would have in it a multi performance kind of music. These would be about ten different parts per each instrument that could be played in any order. That's to say that each instrument has about fifteen different melodies consisting of five or six measure melodies that can be played in any order. Five of those can be very much the same. One sheet of music then can be played a thousand different ways.*

*Another thing I would include is a tweak chip kind of thing that adjusts and changes the game that it can be. Somethings couldn't be, but something's could change, yet remain the same. A tree shouldn't be made red, for example, but the chip would make all trees grow higher automatically to help the programmer have to do less.*

*I have a book loaded with video game programing ideas that is free and in public domain called "My Anti Christ Game or Movie," Part One & Two (two books) as with all of my books under the name Lucifer Jeremy White.*

***Wanting to be a game maker for sure but not wanting the difficult task of programing one, here are more ideas I consider would be great for a game:***

1. Things that you do are rated by other players or by AI when accurately rated enough. Those with higher ratings have greater stature in the game. If they have a good enough rating in any area then they may continue either onwards or upwards. Certain things must be arrived well at before advancing, needing a certain rating imparted by a player. If a player gives you a low rating you don't have to continue helping him.
2. In a more simplistic game, 2D like, then side scrolling could be like traveling from world to world fighting enemies that would be indicative of the world. Pippy could be like Castlevania, or Metroid, Ler could be like Ghosts and Goblins or Altered Beast, Sefra could be like Kirby or Mario, Orion could be like Kid Icarus or a space war, Sefra could also entail a fun sport while Link would be like Zelda. Of course you don't want to plagiarize and besides, you would want to be original. The trick of such a game is in combining these, which, if combined together would produce (what) but something very different. And consider that only the nature of something only has to be present. Any planet you are representing in the game just needs its style there: such as a light filled arena of Sefra going left to right in the dungeon of Ler.
3. There is programing a game and then there is a game programmed by it's very players. I don't know why it hasn't yet been considered, but a programmer could save an immense amount of time by having it's players invent the world as they go along. For example you leave them elements that could be

combined by the players to create themselves the very world they inhabit. You could make a “universal seed” that the player makes a design as to what it will grow. Then they’d essentially programmed the tree or plant in the game themselves.

### **A Personality Quiz.**

**Write down which letter is yours from question to question. Simply answer honestly and it will be accurate.**

1. *Which of these are more like you:*
  - A: I have my best hope in Science*
  - B: I have my best hope in my strength*
  - C: I have my best hope in work*
  - D: I have my best hope in happiness*
  - E: I have my best hope in my dreams*
  
2. *Which of these do you agree with the most:*
  - A: High tech things have the most value, like computers*
  - B: Great and monumental things have the best value*
  - C: Simple things have the most value*
  - D: Fun and celebration has the most value*
  - E: Spirituality, magic and fantasy has the best value*
  
3. *Which of these do you agree with the most:*
  - A: Clothes should be comfortable*
  - B: Clothes should be flashy, pride-worthy*
  - C: Clothes should be durable*
  - D: Clothes should be flashy, colorful*
  - E: Clothes should be for stature, saying who you are*
  
4. *You like the most:*
  - A: Technology*
  - B: Power*
  - C: The outdoors, vacations*

*D: Parties*

*E: Magic powers*

5. *If you had a job, which one of these would you choose?*

*A: Electrician, putting together computers*

*B: A military leaders, or person in power*

*C: A black Smith's*

*D: A famous singer*

*E: A priest, a clergy man, a psychic or a fortune teller.*

6. *What is your favorite music among these?*

*A: Rock*

*B: Metal music or gangster rap*

*C: Folk music, acoustic*

*D: Pop or dance music*

*E: Trance or classical music*

7. *What is time best spent?*

*A: Watching movies*

*B: Revelry, as with a feast, like the Vikings would*

*C: Listening to music beside a fire*

*D: Dancing, at a music concert*

*E: Performing magic spells or rituals*

8. *I usually spend my money on:*

*A: Entertainment, such as movies or music*

*B: Clothes*

*C: Things I need*

*D: Childish things, toys or sweets*

*E: Anything a magician would*

9. *My favorite book is about:*

*A: A highly visual book, an art or photography book*

*B: Conquering, being influential, motivation and competition*

*C: Self help, therapeutic, or books about crafts, how-to books, or philosophy*

*D: Is a coloring book, a word finder or puzzle book*  
*E: The occult, magic*

10. *My favorite mode of transportation is:*

*A: Walking, my feet*  
*B: A motorcycle*  
*C: A horse*  
*D: A hot air balloon*  
*E: Teleportation*

11. *My best room would have:*

*A: A powerful computer.*  
*B: Old swords on display, maybe a cat of nine tails*  
*C: A library*  
*D: lots of lights, glow in the dark stars on the ceiling*  
*E: A ritualistic altar, a large idol*

12. *I find most adventuresome:*

*A: A parade*  
*B: A place hidden, maybe an abandoned home, or a crypt*  
*C: Being as a nomad, a traveler to a place far away*  
*D: Things like virtual reality, video games*  
*E: A quest, one full of mystery*

13. *My home would have this if it could just have one of them:*

*A. A little theater*  
*B. Perfectly locked doors*  
*C. Good insulation, a pleasant temperature at all times*  
*D. Lots of high quality and costly art, maybe stain glass windows*  
*E. A magic mirror you could enter into, like Alice and wonderland*

14. *It is most fun, or at least most involving to:*

*A: watch a play, or a movie, or play a board game*  
*B: Lead others, make any desirable change, or to feast with your partners in crime*

*C: To be creative, to spend time productively*

*D: To dance and party*

*E: perform a magical ritual, to perform magic*

*15. I think the best society would*

*A: Allow for a good and pleasant existence*

*B: Would be absent of leaders, anarchist*

*C: Would keep away all evils*

*D: Would allow great freedom*

*E: Would comprise good teachers as leaders*

*16. Education should involve:*

*A: creating the best possible inventors*

*B: Leadership in the world*

*C: Surviving*

*D: Music composition,, the arts, above other things, like history*

*E: The occult*

*17. The most responsible person:*

*A: Makes friends, not enemies*

*B: Holds to his oath, is trustworthy*

*C: Tends to his family and loved ones*

*D: Makes things better for everyone, generally people person's*

*E: Does not violate others blatantly*

*18. The best thing about a party is..*

*A: The entertainment*

*B: The food*

*C: The stories told and music*

*D: The dancing and music*

*E: Learning things*

*19. If you had a weapon..*

*A: I would just have them hanging on the wall*

*B: I'd use it to attack if I could*

- C: I'd use it to hunt, if used at all*
- D: I wouldn't have a weapon at all*
- E: It would be used ritually, with magic*

20. *I mostly regard people as:*

- A: Associates*
- B: Gangs*
- C: Fellow workers or helpers*
- D: Partners*
- E: Members of a coven*

21. *My jewels would be:*

- A: A Ruby CD*
- B: On the hilt of a sword, a red sapphire*
- C: Used to buy things and useless otherwise*
- D: Flashy, everywhere, stunning*
- E: Would be a blue or rose quartz, a crystal*

22. *The thing that would improve my life the most is..*

- A: Good music, movies, entertainment*
- B: Having more control over others, respect*
- C: Having my needs met, a good income*
- D: My life is perfectly fine already.*
- E: fantasy, fantasy that is real and a reality less ordinary. A life where things like magic is real*

23. *If I had a paper I would draw*

- A: Scientific diagrams, maybe inventive things, electronic circuits or math*
- B: Brutal images, hardcore stuff, violent art*
- C: Architectural stuff, plans, budgeting*
- D: Stickers or art, drawings*
- E: Magical symbols*

24. *I had one day left I would:*

- A: Not really notice*

- B: Slay the worst enemy I ever had in life*
- C: Let it quietly pass by and try to find peace*
- D: I would try to have the best last day I could*
- E: I would look for a spell to extend my life or I'd pray*

***Only answer these questions if there is a tie:***

The best part of life is..

- A: Relaxation
- B: Achievement
- C: Time after work
- D: Fun
- E: Imagination

*Two.* Life would be better if:

- A: There were more things to do
- B: If you had greater control over others
- C: If there wasn't sickness and suffering
- D: If there was more of what you want in it, more money and greater material wealth
- E: If everything made more sense, if there was greater clarity over things.

*Three.* If I do anything well it is, at best:

- A: Simply sitting and relaxing
- B: Having authority, getting things done, management
- C: Taking care of my responsibilities, like work and hygiene

D: Socializing

E: Talent regarding magic, having lots of imagination, and understanding things from the abstract

*Four.* You should never rush:

A: A movie

B: Conspiracies

C: the work you do

D: Party planning

E: A spell

*Five.* Of these among people, I prefer:

A: Just company

B: Servants

C: People who help

D: People to dance with

E: People to study with or learn from

*Six.* Overall my life is:

A: Simple

B: Difficult

C: Full of work

D: Easy

E: Colorful.

*Seven.* I would call myself most of all...

A: An Orionite'

B: A Lorian

C: A Linkin

D: A Sefran

E: A Pippin

### *End of test*

So the instructions are easy. If you are mostly *A* then you are an Orionite. If you are mostly *B* then you are a Lorian. If you are mostly *C* then you are a Linkin. If you are mostly *D* then you are a Sefran. If you are mostly *E* then you are a Pippin. Pippin to me seems like it'd be the most rare of them.

The way you use this information is to know your strongest connection between the four and to fit your life into it appropriately. If you find in one planet you lack a lot of resemblance toward, then for the sake of balance you should accustom yourself more to it. After all this religion is about balance based and provided by the five. Where one planet is lacking, another one makes up for. And now you know how much or how little you resemble them.

I have below a sheet that can be printed out to be used to introduce others into The Religion of Five Planets. Below that I have designs for badges that may be used toward creating badges or just made into stickers.

*The flier below may be printed and distributed in many ways, from tacking it onto a pole, putting it where it could be found, wherever – or mailed, handed out or given to friends and family. As with any religion the more the merrier.*

# **Those of The Five Planets**

## *Notice*

We of the Five Planets inform you of our new Earthly religion founded in *The Book of the Five Planets* series under the name *Lucifer Jeremy White*. The Books of the Five Planets are found online free under that name. *Entirely free.*

Imagine a religion about these five planets far, far away: *Orion, Sefra, Link, Pippy, and Ler*, each with distinct characteristics found in *The Books of the Five Planets*.

We believe in the scientific theory that since space is without boundaries, every imaginable world has to exist in it. We acknowledge five of them. We acknowledge them and create ideas revolving around them as a religious practice.

We also believe that science and technology is making us increasingly able to turn things of fantasy into reality, and so act as God's in creating new worlds *and that is our religious practice we invite you to share with us.*

Orion  
The Thinker



Lerian  
The Strong. The  
Mighty.

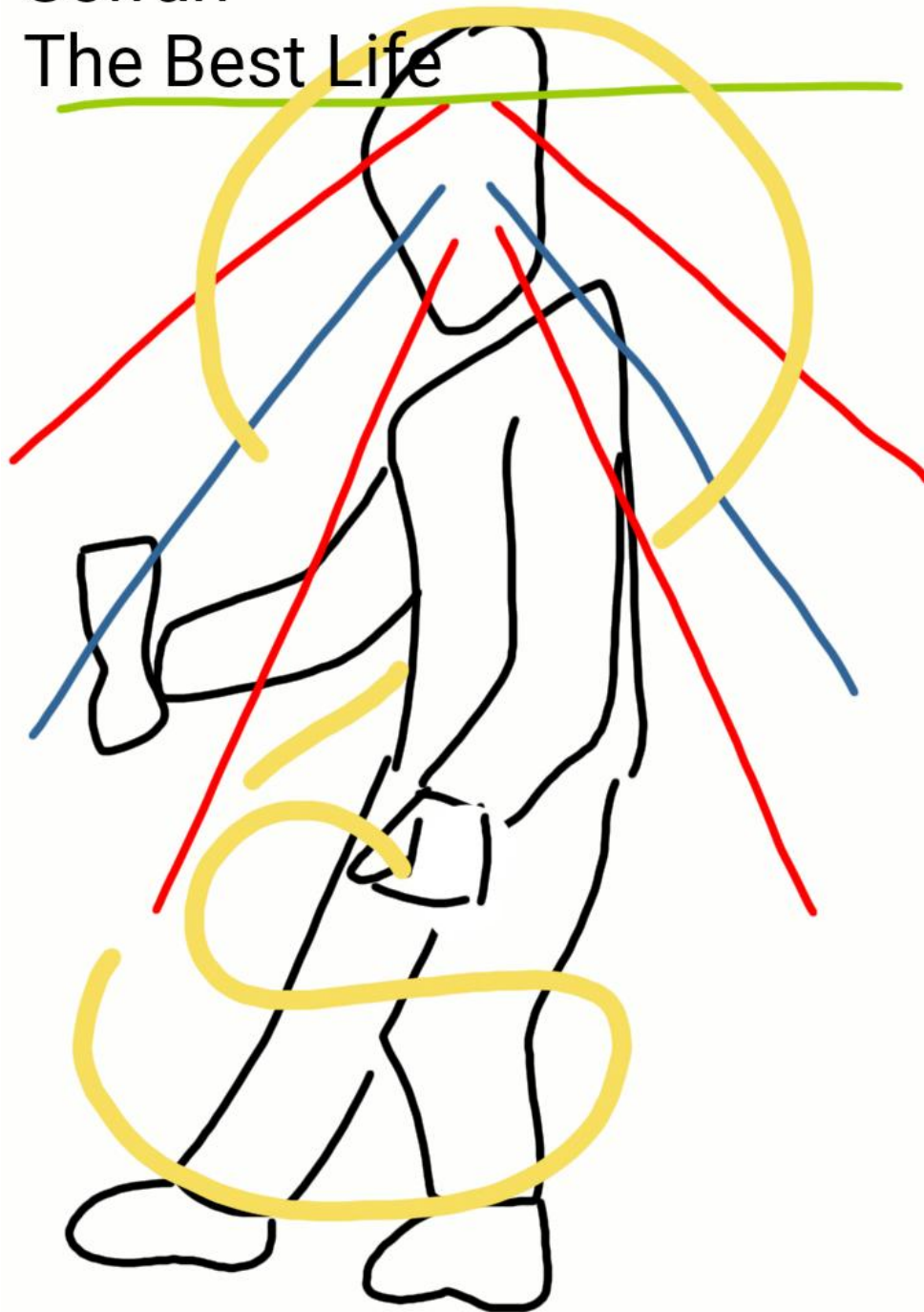


Linkin  
The Responsible.  
The resourceful.



Sefran

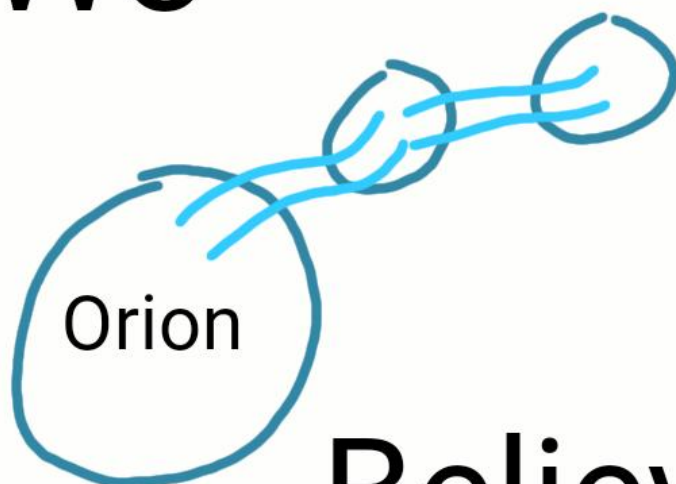
The Best Life



Pippin  
The Wizard, The  
Magical



We



Believe  
in the



*Five Planets*



Link & Pippy



## ***A Brief History of Sci-Fi Movies:***

Le Voyage dans la Lune, created by Georges Méliès in 1902

the film contains a group of astronomers who are shot to the moon with a cannon, similar to a book at that time by H.G. Wells *Things to Come*. Once there they examine it and find an alien race there, and must escape from them. Later they capture some of them and return to Earth. This is considered to be the first Sci-Fi book.

*Things to Come* by H.G. Wells was a film made in 1936 about an earthly devastation as a formula had a disaster occur, like wide spread disease that led to anarchy. It portrays a future in which man had become backwards a century due to it.

Alex Raymond made a comic strip that became a movie in 1936 and was considered to having influenced Star Wars, as it contained upward scrolling letters and was decided into chapters (and Star Wars was decided similarly into Episodes.) Flash Gordon travels to a planet named Mongo where he meets an evil space ruler.

*Superman* cartoons were made in the early 40s, which is about an alien who came to Earth a young boy and being of a powerful race that had super human powers. We all know Super Man, of course, or most of us anyway.

In 1953 came the well known movie “War of the Worlds.” It portrays an Alien race that had been resting in the Earth and emerge to conquer it, but their plans fall apart when they are riddled with disease that humans are naturally immune to.

In 1956 came the movie *Invasion* of the Body Snatchers. Here is a quote from Wikipedia (.Org) “The film's storyline concerns an extraterrestrial invasion that begins in the fictional California town of Santa Mira. Alien plant spores have fallen from space and grown into large seed pods, each one capable of reproducing a duplicate replacement copy of each human. “ *And they refer to this movie as a “Science Fiction Classic.”*

In 1968 came the well known Science Fiction movie *2001 A Space Odyssey*. *A journey to Jupiter goes sour after an onboard AI named Hal disrupts their plans, posing as a threat to them.*

*In the 70s three well known Science fiction movies were first made, including Close Encounters of the Third Kind from popular director Steven Spielberg, Aliens, a movie about a very monstrous alien race found deep in space, and Star Wars. The first Star Trek Movie was also released in the 70s.*

In the 80s the Aliens, Star Trek, and Star Wars movies continue, and see new releases to this day. The movie Enemy Mine was an 80s Sci-Fi movie about a human who became lost on a planet and found that a race of people largely regarded by humans to be evil are actually not, as he has made friends and helped to survive by one of his race.

*Steven Spielberg directed E.T. The Extra Terrestrial, a very popular movie in the 1980s about a young alien who becomes separated from his parents, and a young boy on Earth befriends him before his parents return for him, and they go home.*

*The 80s also had possibly my favorite Science Fiction movie Blade Runner.*

*Total Recall*, a movie of the early 90s, involves an artificial reality much like the Matrix did, though differently. In *Total Recall* a fake reality was implanted in the main character's mind, or so it is supposed and in *The Matrix* a very advanced race of artificial intelligence machines puts humans into a synthetic reality emulating a fake perception for their human captives.

One of my favorite new science fiction movies is *Passengers*. But personally *Star Wars* tops my list of Sci Fi material with *Star Trek* not far behind. But why pick one? Each are good for their own worth.

I'll create a list of Sci Fi *shows* sometime in the future.

### ***Psychological Traits of Those in the Five World's***

Orionites are naturally intelligent *are a natural genius*. Thoughts we would have to delve deep into and carefully observed to come to an

understanding with come by much easier for those on Orion. And that is good considering that otherwise they are childish and have a less understanding of things meant to be taken seriously. They become more easily engrossed in things. They have minds that not only calculate but intricately calculate, to the degree that details come very easily for them, much easier than they would for us. Their movies go into flowing detail. They get deeper into matters than our movies do. They go off into complex detail that we would pass by.

Sefrans are very creative. One of the things they like to do the most is to enhance things. They will purposefully buy what is plain in order to enhance it. Many of the things they buy we would consider too simple, too bland, plain. But it is more in their interest to not only have something but make it better. They can take a little statue and paint it, in the most simplistic way, or involve their selves in re upholstering ordinary furniture. They'd also take music home to enhance it digitally. And they take largely picture based magazines to create stickers from them or to specially frame.

Lerians regard their space as direly important not to be treaded on. They do not communicate except in conducting business. It is generally upheld as an important value not to bother others if they are to survive. They live alone, almost all of the time. As the saying holds most true to them "there is no honor among thieves." They are careful not to cheat others but to meet with someone's expectations and never to come through falsely. So that trait is demanded, trustworthiness. It could bring about a rage from the one whom you cheat, who "doesn't get what he was paid for." It is generally a place of fight or flight, and some have been known to hide for a hundred years.

Pippins must make sense of the fantasy they live in. But the fantasy can still be measured and known to hold truth, expected results, when observed and realized. And these realizations are documented by about every person on Pippy, as they have to be. Doing certain things have a magical result, that result is predictable once tried and tested, to know it's effects. And its effects are usually the same even though these things would seem like nonsense to us, doing nothing. Magic really does exist on Pippy.

On Link you have a farm like people who regard work as the most important thing. And any one who does not live up to the responsibilities to his clan or tribe could very well be exiled from it. But many adventures that has made who didn't want such a simple life. They usually find a link to Pippy, whose planets name comes from *a link to Pippy*. If there is any magic on Link it is from over pour from Pippy. Like a virus or something. Those that go back and forth bring it back and forth and this has been regarded in the past as a pestilence.

### ***Items of Unique Uses***

They on Sefra use machines producing an enormous amount of bubbles to clean. Sefra has things that never stop glowing. They have a square plate for light bulbs that produces a glow indefinitely. They have *lots* of lights everywhere. Having more interest than us in aesthetics, they have light paintings produced by EL panels. The Sefrans often don't walk down stairs. They just jump off the side into a air filled balloon. They use hot air balloons more than we ever did. There books are largely image based. And they have boxes of stickers from their favorite sources. There cups glow like in a rainbow of colors. They have glitter like the sands on a beach. They have an enormous amount of musical instruments, far more than we would.

They on Orion have walk on air shoes. These allow you to either walk straight forward or up and down like stairs. They on Orion have batteries that practically last forever. They use special plastics to make walls. They use stainless steel to produce floors. They have scientific control over the weather. The weather is at all times 80 to 90 degrees. Their computers are exceptionally powerful. They once had the internet as we do now, very long ago. But then their computers became so advanced that they can *download* the whole internet very quickly. So it isn't about fetching information as it is requested, it is all available quickly and stored until needed. The Orionite's clothes used to be self cleaning. If they wear clothes than they wear a kind that cleans itself. But most have moved on to energy shield clothing. The Orionite's don't travel in metal space ships. They travel with robotics that simulates reality as would be in a highly advanced VR. So they essentially go forth far into a robotic body though at home. But they are beginning to create spiritual reality, meaning that they can separate their consciousness from brain operated to outwardly energy operated.

They on Ler are known to commonly take massive amount of pain killers. They are practically an immortal race of people that do not die of overdose. If they are forced into hard labor or tortured then they would be better off carrying a large supply of them. They do the same with euphoric drugs. But they run the risk of permanently damaging their minds or nervous system in a way that they never again feel pain, even if they lose a limb, or lose their minds altogether to a hallucinogen. Generally what goes up must come down, but these drugs can linger in them for ages. The Lerians drink an alcohol based on fermented blood. And some Lerians take the blood of their enemies as a prize making from it an alcoholic beverage and along with it a feast of victory.

They of Link are highly perfectionists at their work and their work calls for a high price. Villainous types of Pippy may emerge on Link to steal these

things and if they were known to they are hunted down granted they steal from the wrong person. During the scourging of science in the land of Link (since sciences nearly destroyed their race) people raced to hide and bury scientific devices that couldn't be turned to ash. And just about all research of scientific methods were destroyed. Those of Link couldn't recreate them as a result. So then, they are sought out by some inhabitants of Link. Since magic isn't outlawed on Link it is learned and studied carefully. But for most part it involves a revolving trip to Pippy since these things aren't lasting on Link (they are gotten on Pippy but only work for a limited amount of time once on Link.)

They on Pippy pretty much value paper and ink more than anything—but nature in general, otherwise. That is because existence is based on magic on the planet Pippy. So then crystal is more valuable than gold. A “magic carpet” that flies, it a broom that flies, is more valuable that a driving horse. The environment of Pippy is rich and diverse, containing within everything a million secrets. The best gift one can get is a personal account of magic from an observer who wrote it, and these are shared between circles of covens or family members. They don't value centuries old wine. They value potions and tonic. They don't value a watch. They value the stars above.

***The Stone of Jealousy and Envy*** is one of the most powerful magical stones of Pippy. The one who plucked it from the magically rich soil of Kavler didn't know what it would do, but he set it onto an amulet faithful in knowing it had some sort of powerful magical property. He wore it for years until one day he became very envious toward a married friend of his, desiring his wife. He noticed that the stone would glow when he had these feelings of jealousy. And then set out to intensify his jealousy late one night. Upon doing so the stone cracked and shortly there after his friends wife came to his door, pounding. He opened it after hearing her say “master! Master! My master!” It had made her unconditionally hers, and

her husband soon came to his home after this, looking for her. He grabbed her arm to force her to return but the moment he clenched it he fell down on the ground dead.

Later that night twelve gnomes came to his door presenting gifts for them. They were of this he desired up until then that he had desire to have. And the stone of envy and jealousy brought these gnomes to his door with it, and the head gnome of the bunch married the man and woman then imparted those things as gifts. Then the head gnome took the stone and went out into a very hidden place to bury it until the next person found it.

***There is a graveyard in Pippy that is lead into by a black rainbow.*** And leading into that crypt the people there bring dog like animals (more akin to the ravenous dogs found on the early scenes of the movie *Willow*) to have their souls possessed by them. It is a familiar (an animal with a demonic spirit within it) and I tell you this is very true, that animals on Earth can contain such spirits, too.

So arriving in that graveyard usually with these dog like animals, the spirits of the grave talk to them and ask them if they can enter into their pet. They give permission and so it is done. But it is a very dangerous activity because the spirits of the grave can enter into their minds, instead. But generally they *prefer* occupying an animal. They still have an intelligent mind, and they would have good food given them. But as a spirit in a human body, there is just more difficulty to manage a life through a human body

And they are kept safe in one way. The spirits can only go straight up. So the wise enough will have their pet go over a grave and they are careful not to tread on the area directly above the grave

***On Pippy there was a remarkable building that any could own if they'd just set a special clock right.*** It was a 24 hour clock that had to have just the right minute and hour set. One person could set a time for it once a day. The house would be given to the person who would set it

just right, with a door opening when it was, in which they could go in and have the home for their keeping. The one to first do this now owns the home, a several story home and had gain all power over the town it was in. He wrote a book of magic and established a cult from the books inside his new home (there were powerful books on magic inside the home, and he wrote a derivative of them, encapsulating them into the text for his religious following.) It is now like a tower of fanatics, those that serve him and live and breath his words.

***On Pippy there was a race of dragons called The Brights*** that were hunted down to nearly extinction. The last of them went deep into a sea. This dragon race could control people's thoughts psychically, changing them, controlling them. And once deep into the sea he proceeded at first to wait awhile then issue out his thoughts on land nearby. The people there contracted an image of this dragon they had in their minds, him, and proceeded to execute his orders, creating an army for him against the people who nearly abolished all of his kind. And that they did, and as for the dragon he emerged into the land nearby, where he was master over them, resting himself into a cave where he resides to this day.

***On Pippy there is a group of four witches you could call "The Fates,"*** they meditate looking for a life and once they enter into a life that they wish to guide, they do so. They think, meditate in a magical way, like astral projection, and once they come into a mind that appeals to them then they guide and control his destiny. They learn what it is in her or his heart that they want and guide her/ him into a direction to get those things, even become great. But they will not linger with a hopeless person. They have to be someone that is workable. And once they have arrived them at an Optimal point than they release their control over them.

*It just goes to show you, on Pippy you never really know the why and where for.*

***On Link people who are badly suffering could very well go to Pippy to get relief, to end pain, to find a remedy.*** The things that would fix and cure them are pretty much unattainable on Link since they very strictly forbid science (outlawing it.) So the only hope for them is to go from Link to Pippy. They have got to be careful and cautious while there. Some want to stay in Pippy once there but the others don't, and one could get trapped there for any number of reasons. The most unpleasant being becoming lost in fantasy, or enticement, such as from fruit bitter sweet.

***On Pippy as well there is a different kind of dreams than what ours are like*** while it has been observed correctly on Earth that people sometimes astral project during dreams, "expanding into the spiritual realm," this is much more easily observable to those on Pippy. Spirits meet while dreaming. When a Pippin dreams they come together as spirits. They may even refuse to come back into their own body, but that takes strength and requires a lot of magical energy to achieve, and sometimes much practice to have that talent. But those with a "high magical energy bar," may reside in the spiritual world and leave the physical one behind. Some have even been able to emerge on Link doing this.

***Playing board games on Pippy and games in general is a different matter for them than us.*** That's because the dice can be shifted around through magic mid air. Cards in a hand can be changed through magic, too. So they are left with many more games that don't use dice or cards. There is a thing like the Ouija Board. And there are fortune cards because the fortune teller does not need to cheat with them, it isn't a game. It needs no cheating. But Pippins are more apt to go on magical quests together and conduct magical rituals treating existence itself more the game. In a world where magic is a part of life, there is no need for imaginary games.

***When mood is elevated to a certain point on Link, their energy raises up high*** and if it is “too highly” elevated then it will begin to be pulled toward Pippy, pulling them up on to third planet. It has always been a way of life for the two planets, that they go hand in hand. Some people who have lost a family member or other loved one to Pippy will deliberately elevate their mood to the extent that they rise up and fall down upon Pippy to look for them. They are aided in their attempt by “windows opening up in heaven,” which is seen that at a certain point of having elevated their mood, then the stars in the night time sky begin to glimmer bright. That indicates that a door to Pippy is being open, or window if you like, and with just a little more time in revelry, sucked up into Pippy.

***On Link the best swords might be made,*** but the best they could be is on Pippy, where magic can be infused within them. It is usually the case that a sword made on Link is lacking until it is brought to Pippy where it can be infused with magic. And so there is a back and forth. A special crystal of any kind placed within the sword imparts magic upon it, and that magic grows with the sword. As you could only place so many magic stones on the sword, and size mattering, the choice has to be well thought out. Whatever old sword has a great power can have on it a good stone to place on a new one, along with a few other jewels. It is all in the combination. One stone may have properties that are good in one way, except they are lacking, and so another stone must be carefully procured to establish it's best possible effect.

***As so very many on Pippy are basically lost in a fantasy, unable to firmly grasp on to reality, which is so much incorporated into fantasy,*** the most successful on Pippy have always carried “truth bound relics,” that kept them in concentrated and seeing through the wool, so to speak. They that have these stones cherish them, practically as valuable as their entire sanity and clear perception of the world around them. Some of these stones talk to them, explaining things to

them, presenting things to them more on a black and white level. It is a kind of anti magic relic. With them they never get lost in fantasy. They never become ensnared in a story of false reality. They keep their heads and minds clear enough knowing where they are, and where is with not.

*Probably more than any other world out of the five, Pippy is more rich in stories and mystery. It is a place of magic and fantasy where none is found nearly as much on the other five worlds.*

*Pippy is full of the same races as Link. But they transform on Pippy, magically, and in that way send forth new life on Link, which was born on Pippy and arrived at some point on Link.*

*One race that the Linkins do not like, especially between humans and them, are the goblins.* The goblins have no value toward life, they are cold hearted and evil. They form in secret areas hidden from humans, particularly, but an elf would not give a second thought to dispatch them if they feel their boundary is either broken or too shallow.

The goblins venture forth getting what they want the most: precious things and jewels. They could raid a house in a small defenseless number where they out number them. Or they can steal them from travelers. But they are never the kind to mine or do much of any work in acquiring them. They consider the jewels their blood stones, that stealing them viciously is the reward itself and representational of their prowess. They really don't have much desire in other things. They are fine tuned to the expenditure of evil. They love to slaughter and their minds are engrossed in desire to do so.

The most likely prey of the goblin are the dwarves. The dwarves are makers of special jeweled things, or just jewelry. This makes them *mostly* the goblins best pretty, though unless they are in large numbers they will not be enough a challenge. That a goblin feels strong he'd rather not overtake those weaker than him. They had many a time overtaken a dwarves cove and claimed the entire place their own, basking in their new found wealth, which could be quite luxurious.

There are “familiar” as stated above – not only on Pippy, but on Link, too. This is usually any one of a bird like animal, that when inhabited by a demon need no air, and are very strong, and therefore can travel from Pippy to Link given just a bit of time. That familiar can leave the bird and enter into another vessel, usually another animal if at all. But naturally these spirits prefer to be in birds granted all of its freedom in moving around.

The elves of Link were the ones to first establish laws against science on Link. They are on good terms with humans for as long as those laws are kept. If they aren't kept a kind of treaty would be broken and the humans would have not good ties, but have enemies of them, who takes those laws seriously. The elves are very intellectual. Intellect gives them pleasure more than anything. To think things through good and well, to know well before doing, and generally operating their minds as good as can be is most satisfying for them and they need little else. If they work on something it is all in practically, but they put all of their attention into it making a very refined and highly polished product. The mind is a powerful thing and whereas goblins don't act so much on thought the elves do, and are ready for them. Protecting themselves is given much attention and they are not likely to fall as easy a pray to them as with the other races.

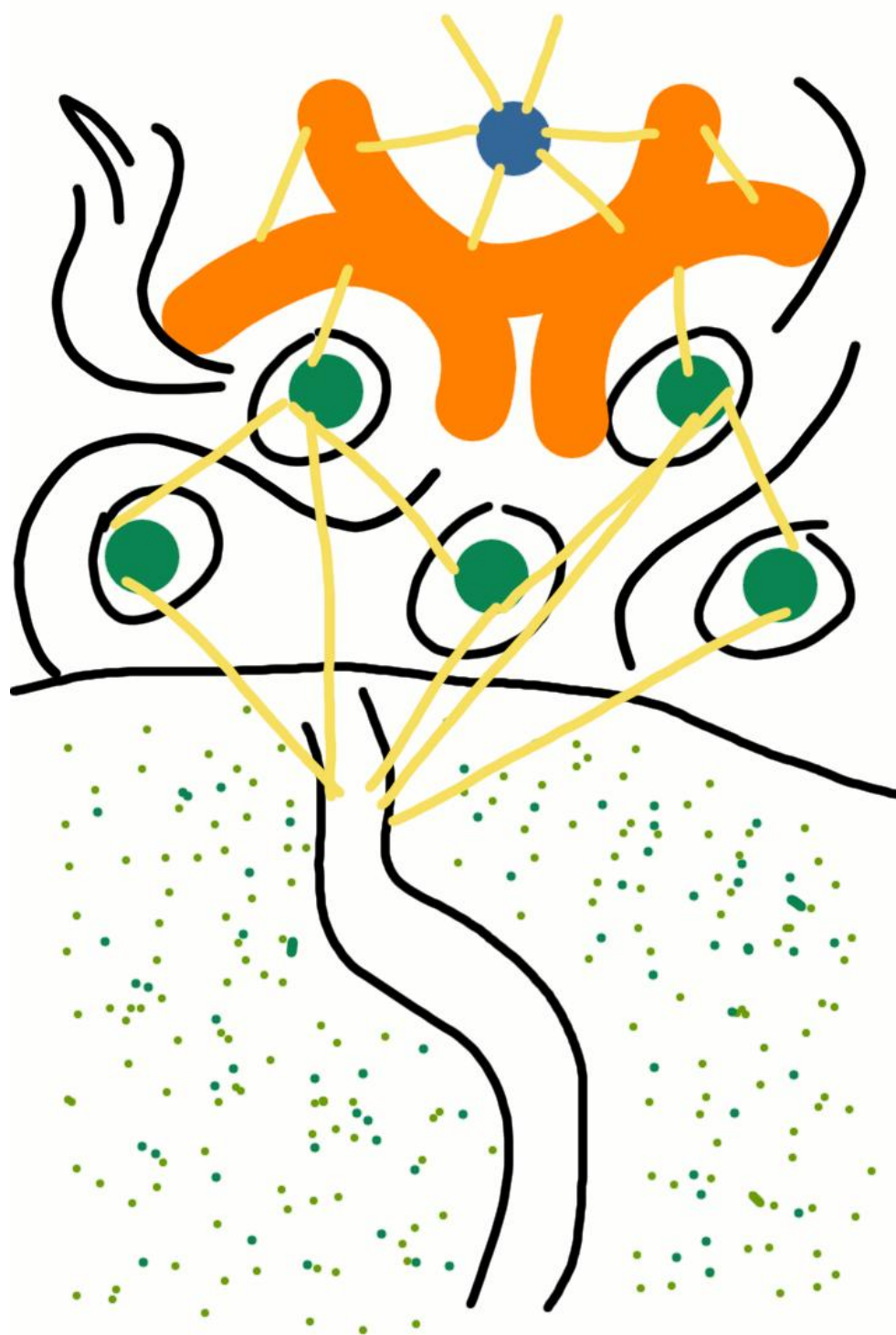
Dragons also inhabit the planet Link. They are usually very restful and occupied in thought for lengthy periods and really only go about to making sorts of ties with people that give them meaning and substance. But at worst is the dragon filled with a demonic spirit: those that are possessed by them make a formidable for to the inhabitants of Link. They will fit and rage inside with the burning desire to destroy.

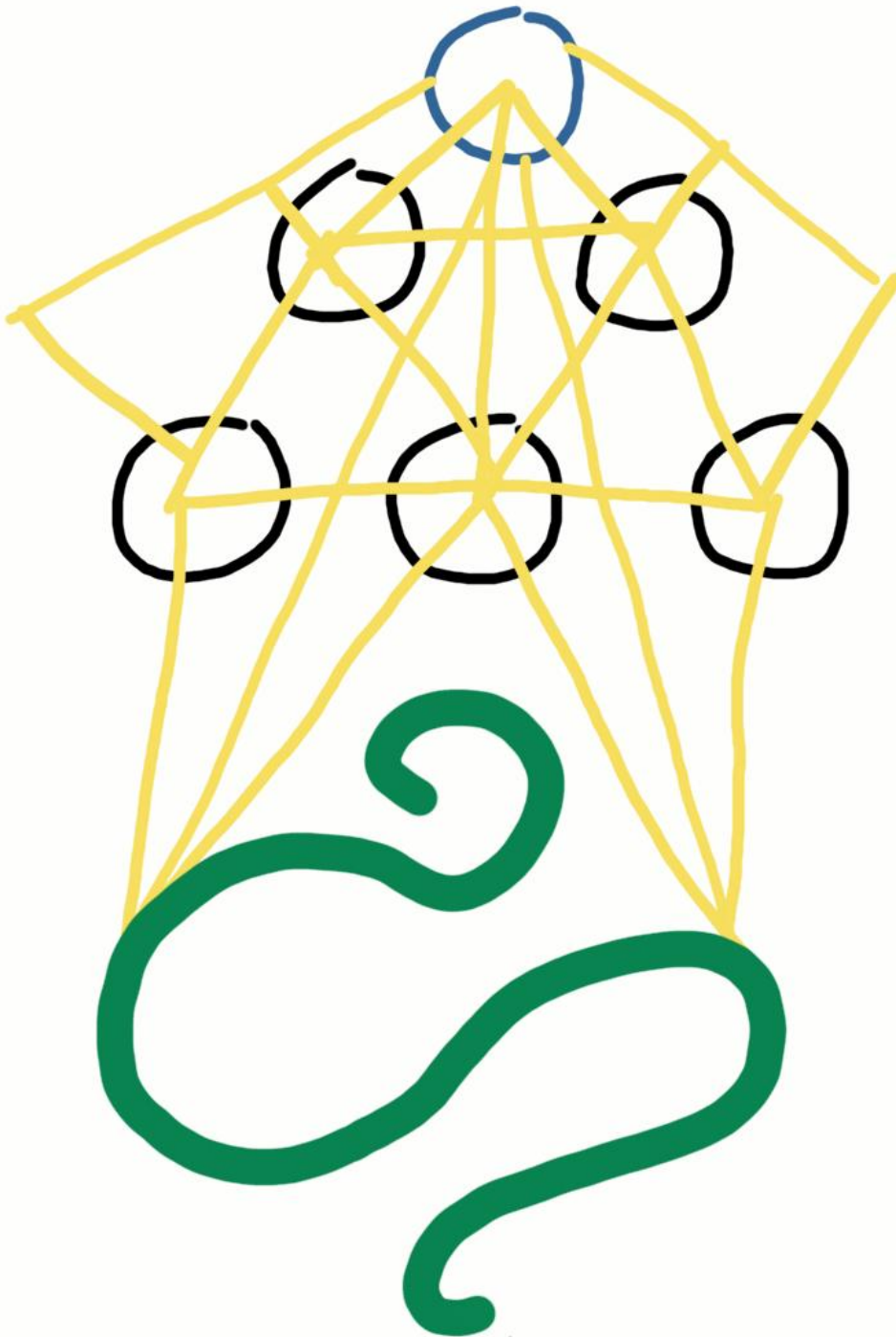
Then there are the fairies. The fairies on Link become quite attached to the people they encounter, watching over them, knowing secret things. They know things no other creature would. They know where certain things are all the way on the other side of the globe. They help those they are attached to by helping them find these things. And they are usually just attached to one person as they can be too jealous to share their friendship with another fairy.

A goat on Pippy may be a goat or may be a powerful deity. Meaning that this goat might be a powerful entity that no one dare bother. They are sometimes a formidable danger—being such, if not a normal goat. This is a race that was too mysterious and dangerous to deal with, to ever come to have been known. A person who sees them is afraid, will get a chill in his bones, and will quietly put space between him and it, hopeful to never see it again. Even when they don't really know why, and have before known nothing of them, gets a sense they had just seen something totally evil and must put space between it and him as quickly and quietly as possible.









*The Five Planets*

## ***Final Instructions***

The key to this religion is visualizing with details preceding it. The best part of this religion is found in imagination and the guidance it offers.

When you think of Orion, think of a place that values entertainment and look for their wisdom as they are very wise, if even they are naturally childish. *They have a well evolved scientific mind. They are naturally brilliant.* Think of yourself as a motherly figure toward them. Think of them as your creation. Let them be guided by you. Find their support.

When you think of Sefra think of how much fun they have and celebrate life with them. If there is anywhere truly a happy place in the universe it is with them. They dance the night long and have no aggression. They don't need laws as we. They set aside any petty matter for a life that is better, free of argument and dispute.

To know what fun is, think of them. When you want to create something good, think of them. When you want a return to your childhood, think of them.

And when you think of Ler think of a people ravaged with evil. Let loose the beast within you and pour it's heart out to them. You may find that a taste of hell can be quite sweet. Do not linger too long, staring long into the abyss, because you may catch eyes with it, and bring up an evil there of. But for anyone with a taste of the nefarious should go their and wrap themselves into it's black wings. It is an exceptional feeling *darker than dark*, and tried true to be heavy to the light footed. But they with the heaviest feet step the lightest here.

When you think of Link think of the old, the type of thing very many on Earth had tried to create, like in Ren Faire. A return to the old, is worth it, because we are missing out on things better simply because easier ways came about. But to look back many have yearned, and few have yet to found a real and true Ren experience, and a return to the such old things for us on Earth has in many ways become impossible. When thinking of Link think well of what was before.

When thinking of Pippy think we'll into a mysterious place where any fantasy you can imagine is true there. And bring into mind stories of what is there, believing in your heart that they are real, and so they will be. You can learn magic while there and very well bring it back down upon Earth. But you've got to have faith and determination to Pierce the void, pulling it down onto Earth.

There is no wrong way to go about this religion. There is not put into your hand things like moral systems and rules. It is a religion about imagination. It is to have a broad idea about five unique places that are brought into reality here upon Earth. Again, we use two specific principles. The first that is since Earth is without boundaries, then every imaginable world must exist out there *somewhere*. Therefore of you have faith these things are real, and sense you, you will be. And second, that humans are increasingly becoming able to turn fantasy into reality. For example, that began with books and moved onto movies which moved on to video games, which will lead to VR and holograms down the road, and this religion is very fitting for that. *It's suitable, useful toward these up coming sciences that make fantasy things into reality, like "playing God."*

However you proceed from here is your choice and there are a lot of them. All you really need to know is the basic makeup and details/ description of the five planets. From there you can do whatever creative thing you can think of: drawing, making stories, making a person or a kind of people there, if you want to make a church you can, freely, even for donations, offering people a workshop there, introducing them to this religion *as a job, a good one*. This is also useful toward making video games, fictional books, maybe even a movie. It teaches people more of a thing that creates volumes toward imagination, volumes of books and stories, games and movies or shows.

And also if you want you could create your very own worlds as it suits you, repeating what I've done here.

In whatever you do I thank you for reading and hope you return for the fourth book. Sorry for the grammatical errors, especially the spelling. But I'm on a damn cell phone and besides, nothing that a grammar fixing software can't fix! –Sooner or later.

*Lucifer Jeremy White*

*Also by the Author*

*(All free + in public domain!)*

*The Satanic Book*

*Satanic Living*

*The Christian Satanic Bible*

*Christian Satanism*

*Christian Satanic Doctrine*

*Becoming a Christian Satanist*

*A Map for a Christian Satanist*

*Christian Satanic Books 1-3*

*Lucifer's Book of Inventions and Ideas 1-6*

*My Anti Christ Game or Movie Parts 1&2*

*Crazyism 2: A Religion for the Mentally Ill*

*Book of the Five Planets 1-current (3)*

*Prayers to Become Lucifer*





*See ya in Hell ya little demons!*